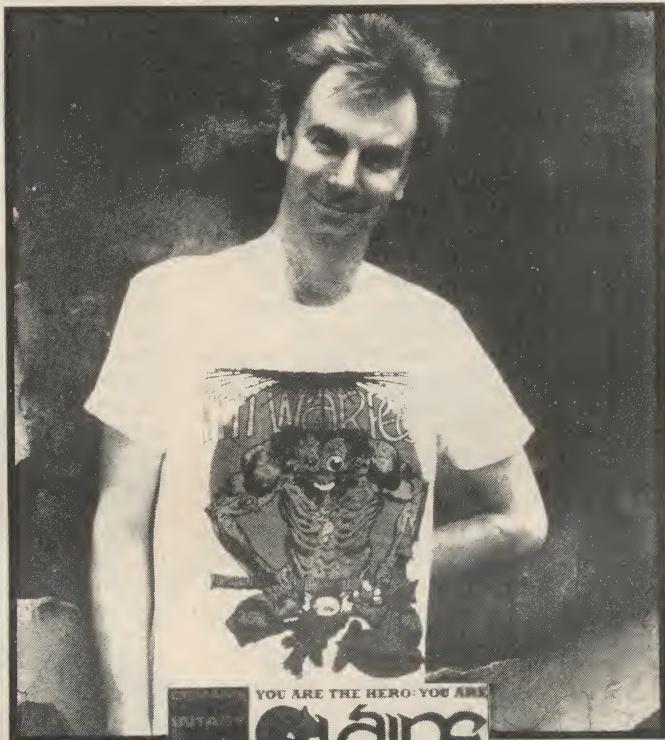




SLAINE

The Competition



Hey, **Slaine** fans, this is your chance to get hold of some truly barbarian goodies. Start filling in the form below or prepare to kiss my axe!

First prize, thanks to **Martech**, is a framed copy of last month's fabulous artwork featured on the front of last month's C+VG. PLUS a Slaine T-shirt. PLUS three great Slaine books. PLUS a copy of the game.

The next 25 runners-up will get a copy of the game, so don't forget to specify whether you've got a Spectrum, Commodore 64 or Amstrad.

SLAINE/MARTECH COMPETITION

All you've got to do is answer these three simple Slaine questions.

1 Name the comic author who created Slaine?

Answer
2 Which comic does he feature in?

3 What is the name of Slaine's trusty axe?

Name
Address
.....

Please indicate which computer you own

Spectrum Amstrad

Commodore 64

My T-shirt size is S M L

Send your answers to Slaine Competition, Computer+Video Games, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

The closing date is October 16 and the editor's decision is final.

ADVENTURE ZONE

news



Each month the C+VG Mailbag is bursting with letters from adventurers. We try to answer all these — dispensing help and advice, whenever we can.

In conjunction with the Adventurer's Club, a free one-year subscription is awarded each month to the C+VG reader who has come up with something a bit special, adventurewise.

So get writing — YOU could be the lucky adventurer to win the next award, and have all the facilities of the ACL free for a whole year! This includes a bi-monthly dossier containing reviews, hints, and articles by Mike Gerrard, Tony Bridge, Pete Austin, Fergus McNeil, Richard Bartie, and Keith Campbell.

Plus a discount mail-order service for adventure software, a game-author support service, and phone-in Helpline.

And if you are already an ACL member, don't worry — your existing subscription will be extended by one year!



The very first C+VG/ACL award goes to Marco Andreoli, of Turin, Italy. A regular C+VG reader and avid adventurer, Marco begged Keith to tell him where in Italy he would be spending his holiday this year.

Marco was there to greet Keith with an impressive scroll welcoming him to Tuscany on behalf of himself and friends, a group of adventurers calling themselves The Guild of the Rising Star.

A well-deserved award, as to deliver the Scroll, Marco had to make a six hour train journey from Turin to Viareggio.



Colin Joss of East Lothian wins the September award, for an interesting discourse on the way adventures are splitting into two main fields. The cheaper budget titles on cassette, and the more in-depth quality of

Welcome to the Adventure Zone! Anything can happen within the next few pages — and probably will as Keith Campbell, C+VG's master of the mystic arts, brings you news, reviews and helpful hints from the wacky world of adventuring. So please don't adjust your magazine — reality will be resumed as soon as possible ...

the more expensive disk adventures.

Colin clinched his award when writing about the adventure he is currently programming in C on Amstrad 6128. Worried about the difficulties of marketing the adventure when it is complete, he asked who could help assess its potential, and advise him how to go about selling it.

This is one of the services at which ACL excels, and so Colin was judged to be not only deserving of the award, but likely to gain maximum benefit from being an ACL member.

The end of August saw the return of the World Science Fiction Convention to the UK — its first appearance here since 1979. Named *Conspiracy '87*, the event was held in Brighton.

As well as round the clock film shows, the Hugo Awards ceremony, and other events, leading names from the science fiction world, addressed their adoring public in talks, discussions, and demonstrations throughout the five day period, on the hour, every hour, in each of three meeting rooms.

Harry Harrison addressed an audience on the subject "Stainless Steel Rat Speaks Esperanto", Brian Aldiss gave away the secrets of how to write a best seller, whilst other big names in the sci-fi world included Terry "Colour of Magic" Pratchett, Gerry "Thunderbirds" Anderson, Frederick Pohl and filmmaker Ray Harryhausen.

The one discussion I called in on, was packed to capacity with an array of authors, all American as far as I could tell, making a meal

of answering their own questions rather than the ones posed.

In fact, the whole affair was so American, one wondered why it had been staged in this country. Certainly, within the *Worldcon*, American was the universal language — making not only us Brightonians, but all Britons, feel a minority group.

Only a mere smattering of Italian and Spanish could be heard above the grating twang coming from the dealers' room — the large exhibition hall at the Metropole, where all manner of things sci-fi were on sale to devotees.

There you could buy anything from a cheap secondhand paperback of dubious literary value, to the latest overpriced glossy hardback; anything from role playing miniatures to fantastic garments in which to role-play.

There were t-shirts, old comics, posters... you name it, it was available, including a copy of Ade Edmondson's *How To Be A Complete Bastard*. What connection this great work could possibly have with science fiction still had me baffled.

Perhaps it was a lesson in "How To Be A Complete Dealer" and shift as much old stock as possible.

Mind you, I couldn't resist picking up a handful of paperbacks, at a snip of a price — cheap only because I had a Press pass, and hadn't been caught for the £15 per day admission fee.

At the appointed hours, all those aficionados who had purchased books, queued devotedly to have their treasured possession autographed at a series of mass sign-ins. Me? I made for

the bar to ponder it all.

So what has all this to do with computers? Considering that computers are not only the subject of many sci-fi yarns these days, but are also, through games, vehicles by which sci-fi may be expressed there was very little in the way of competition or software. Four small rooms were devoted to this important sector of the business, and the whole area was cut off from the main proceedings by two flights of stairs and a long corridor, as if computers were best forgotten.

Old faithfuls, Level 9 were there, demo-ing their latest *Knight Orc*, with Mike and Pete putting in an appearance on alternate days.

Next door was a room sponsored by Gamer, Brighton's leading computer games emporium. Here could be seen Nigel Brooks of Smart Egg Software, introducing Rigel's Revenge, a sci-fi adventure recently released by Mastertronic, to the world.

But nowhere were sci-fi computer games being sold, nor were adventure authors involved in any of the highbrow discussions. Surely Floyd has more to do with sci-fi than miniature unpainted figures of Orcs? Where were you Infocom? Where were you, adventure writers?

Robico Software, whose adventures have proved popular with BBC owners, has now released *The Rick Hanson Trilogy* for the Amstrad. Whilst expanding the machine range they support, Robico are sticking with the BBC for development.

Robert O'Leary is currently re-writing the Robico parser on an Archimedes machine, and it is on the Archimedes that future development will be based. This paves the way for Archimedes versions of Robico adventures, although at present there are no definite plans to produce any games in this format.

ADVANCE WARNING

EXCITING

NEW SOFTWARE IS

READY TO... GO!

BE FIRST OFF THE MARK

AVAILABLE AT LARGER



BRANCHES



CASSETTES
£9.99
SPECTRUM £8.99



ATARI ST DISKS
£19.99



AMSTRAD DISKS
£14.99



CBM 64/128 DISKS
£11.99



Go! Media Holdings Limited, Units 2/3 Holford Way, Holford,
Birmingham B6 7AX Tel: 021 356 3388



ADVENTURE preview

YES, PRIME MINIST

► SUPPLIER: MOSAIC PUBLISHING/OXFORD DIGITAL ENTERPRISES
► MACHINE: SPECTRUM (£14.95)/BBC B (CASS £14.95, DISK £19.95)/CBM 64/128 (CASS £14.95, DISK £19.95)/AMSTRAD (CASS £14.94, DISK £19.95)
► REVIEWER: KEITH

Now and again, it is refreshing to sit back and play through a game at a reasonable pace, without having to rack one brains at every step.

Yes, Prime Minister is just such a game, and although there are no puzzles, there are some very tricky decisions to make, and plenty to think about during play.

For a period of five days you become Jim Hacker, the country's best loved Prime Minister who never was. The game is based very closely on the very popular BBC comedy series — so closely, in fact, that the result is quite astonishing, and very entertaining.

You operate from your office, which is represented

graphically, viewed from your side of the desk. The objects around the room are icons, and selecting them using a hand-shaped cursor, moved smoothly around by either joystick or control keys, allow desk drawers to be opened, phones to be answered, and other functions activated.

Play is in real time, and your clock is a constant reminder of your appointments for the day, which are found written in your diary — you can bet Sir Humphrey will not be pleased if you miss one!

As PM life is never dull, for during the odd few moments when you are not attending a meeting you're kept on the go the whole time.

Bernard keeps plonking urgent messages on your desk, and if you're not dealing with one of these, there are two phones and intercom to keep you busy, as well as telex messages to receive.

Behind the Union Jack on the wall is hidden a safe, in which the latest opinion poll ratings are kept. The object is to increase these from the initial 50%.

Somehow, I managed never to register an increase — a slippery slide into unpopularity verging on hate,

was the hallmark of my premiership — so I'll probably win the next election.

The real play comes during the meetings, which take place in dialogue form, throughout which you have to make decisions.

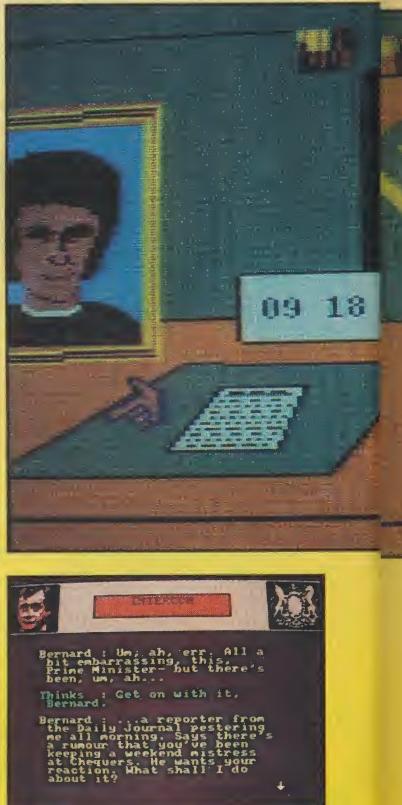
How would you deal with such thorny issues as the need for a new nuclear power station? What are you to do to avoid becoming a laughing stock when your daughter manges to get her car wheel-clamped outside number 10? And how about reducing teachers' pay if their pupils' exam results don't come up to scratch?

The situations throughout the game are generated on a random basis. Not all topics come up in every game, and it's unlikely that you will get the same combinations twice.

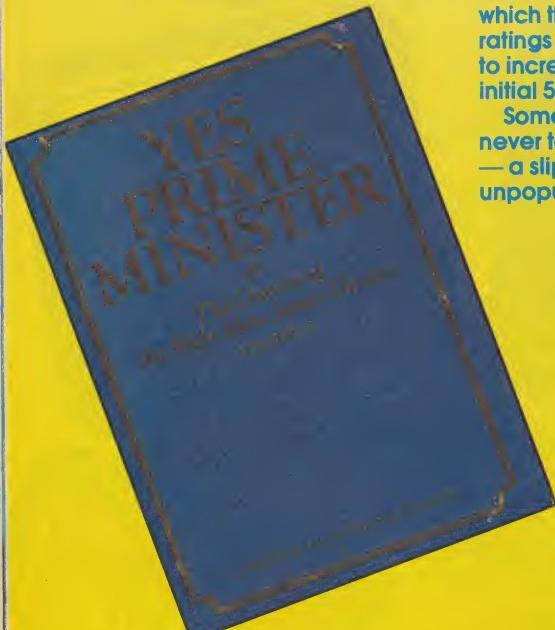
At the end of each day, data for the next day must be loaded into the program before proceeding.

If you haven't had experience in making prime ministerial decisions, don't worry. Bernard and Sir Humphrey are always on hand to point you in the right direction — usually the one in which they want you to go!

The cross talk between the



two of them, and their interaction with you, is extremely well implemented, and conveys the mood of the TV series and the facets of the characters in it more closely than any other game I have seen.



STRICTLY CONFIDENTIAL
COMPUTER USERS ONLY

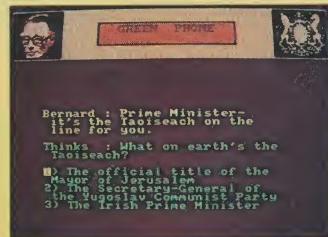
STER



13

The only difference here is that you are in the hot seat, and feel that you have actually taken on the characteristics of Jim Hacker!

The dialogue is impeccably written, and as might be expected, Sir Humphrey often comes out with sentences a whole screenful long, superficially profound, but absolutely



meaningless in reality!

All in all, a thoroughly enjoyable and untaxing game, that is every bit as fun as watching the TV programme. Paul Eddington, Nigel Hawthorne, and Derek Fowlds positively jump out of the screen.

- TEXT
- ATMOSPHERE
- PERSONAL
- VALUE

10
10
9
7

COMPETITION

A week is a long time in politics, or so a famous politician once said. But do you think you could survive five days?

Well here's your chance to find out with C+VG/Mosaic's *Yes, Prime Minister* competition.

Mosaic's game is based on the highly successful television comedy series. You play the part of Prime Minister Jim Hacker who, with the help of his faithful civil servants Sir Humphrey and Bernard, must survive a turbulent week of Westminster politics.

You've probably read Keith Campbell's review of the game already. And now we're offering you the chance to get the game and some other *Yes, Prime Minister* goodies.

But first the prizes. The winner will receive a copy of *Yes, Prime Minister — The diaries of the Right Hon James Hacker Volume II*, the 1988 *Yes, Prime Minister* Diary and a copy of Mosaic's game.

The fifteen runners-up will get a copy of the game.

Now for the questions. Answer them correctly and send your answers to Yes, Minister Competition, Computer + Video Games, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. The closing date is November 16th.

Questions.

- 1) What was Jim Hacker's position before he became Prime Minister? Was it A. Foreign Secretary. B. Secretary of State for Administrative Affairs. C. Chancellor of the Exchequer.

Answer _____

- 2) What is the name of the actor who plays the part of Jim Hacker? Is it A. Paul Eddington. B. Garry Williams. C. Richard Briers.

Answer _____

- 3) Who was Britain's youngest Prime Minister? Was it A. William Pitt. B. William Tell. C. William of Orange.

Tie Break. In not more than 25 words say which computer game character you would like to see as Prime minister, and why?

Answer _____

YES PRIME MINISTER COMPETITION

Name _____

Address _____

Please indicate which computer you own.
Spectrum CBM 64 BBC B Amstrad
Amstrad PCW PCs and compatibles.

TRANTOR

THE

LAST STORM TROOPER

R

The order of the solar system as kept for thousands of years by the people of Zybor was coming apart. Growing dissatisfaction in outlying planet bodies increased as their technological achievements reached greater heights.

Zybor reacted in the only way left to it whilst the technological advantage remained in its hands. And so Trantor was brought from out of the ranks of the warriors forces where a brutal streak and rebellious nature made sure his talents never realised their full potential. His credentials were perfect his mission was simple, to lead a band of outlaw mercenaries and smash the growing power of the New World NEBULITHONE before its atomic threat turned into an awesome cataclysm of conflict. But the Neolithons were not unprepared and when on return from a reconnaissance scouting, Trantor found the

remains of his undercover force scattered amongst the alien landscape along with the last fragments of his battle cruiser, he felt the hate and rage surge through his body and within the ice cold compartment of his mind, he recognised the burden that now lay with him, that all now depended on him

- Trantor, the Last Stormtrooper.

SPECTRUM +3 £12.99
SPECTRUM 48/128K £8.99
AMSTRAD TAPE £9.99 DISK £14.99
CBM 64/128 TAPE £9.99 DISK £11.99

Coming soon on Atari ST £19.99



Screen shot from Amstrad version.



Screen shots from Spectrum version.

probe

TOMORROW'S SOFTWARE TODAY

Units 2/3, Holford Way, Holford, Birmingham B6 7AX Tel: 021 356 3388



NOW TAKEN

Castle Computers

CASTLE HOUSE
11 NEWCASTLE STREET
BURSLEM
STOKE-ON-TRENT
TEL: 0782 575043
(10 LINES)

WE'RE GETTING READY FOR XMAS!

SPECTRUM SPECIAL OFFERS

COMING SOON! MAD BALLS	
GRYZOR	5.25
GAME SET & MATCH	9.50
PHANTYS	5.25
RASTAN	5.25
NAVY MOVES	5.25
MATCHDAY II	5.25
PSYCHO SOLDIER	5.25
VICTORY ROAD	5.25
THUNDERCATS	5.50
BUGGY BOY	5.50
OUTRUN	6.50

These Prices Only Apply If Games Ordered in Advance

TRANTOR	6.45
RENEGADE	5.50
BUBBLE BOBBLE	5.50
LAST NINJA	6.50
W CLASS L'BOARD	6.50
TAI PAN	6.50
JACK NIPPER II	6.50
CENTURIONS	6.50
RODE RUNNER	6.50
HIT PACK 6 VOL I	6.95
HIT PACK 6 VOL II	6.95
GUNSHIP	6.95
EXELON	5.50
SIDEWIZE	5.25
WIZ BALL	5.50
INDIANA JONES	6.50
SLAP FIGHT	4.95
SOLOMONS KEY	6.50
SURVIVOR	6.50
PAPERBOY	5.50
ATHENA	5.50
LAST MISSION	6.50
SENTINEL	6.95
PEGASUS BRIDGE	9.50
GAME OVER	5.50
ENDURO RACER	6.95

SPECTRUM SPECIAL OFFERS

COMING SOON! MAD BALLS	
EXPRESS RAIDERS	2.99
JUDGE DREDD	2.99
INTERNATIONAL KARATE	2.75
HEAD COACH	2.75
FOOTBALL MANAGER	2.75
HOSTS & GOBLINS	3.95
FA CUP FOOTBALL	2.99
SAS STRIKE FORCE	1.99
GRINDING P.MOLE	1.99
CITY SLICKER	1.99
VIRGIN ATLANTIC CHALL	1.99
BUTCH HARD GUY	2.99
SOREDONS SHADOW	2.99
ORBIX THE TERRORBALL	2.99
ASTERIX	2.99
ELITE	7.50
PROHIBITION	4.95
SHOCKWAY RIDER	2.99
BOBBY BEARING	2.99
FALCON PATROL II	1.99
COBRA	3.95
I.C.U.P.S.	1.99
SOLD A MILLION I	2.99
STAINLESS STEEL	2.99
BREAKTHROUGH	2.99
KUNG FU MASTER	2.99
CRYSTAL CASTLES	1.99
QUARTET	5.95
RADIO	1.99
BUGSY	1.99
10th FRAME	2.99
SILENT SERVICE	5.50
BUBBLER	3.95
GRIDRUNNER	4.95
DEEP STRIKE	2.99
THANATOS	1.99
DARE	2.99
HIVE	2.99
KINETIK	2.99
OFF THE HOOK	2.99
ARMAGEDDON MAN	9.50
RED L.E.D.	6.50

SPECTRUM SPECIAL OFFERS

COMING SOON! MAD BALLS	
CALEXTRIC	6.95
CATCH 23	6.50
VULCAN	6.95
ARMY MOVES	5.50
ARKANOID	5.50
BISMARCK	6.95
TOBRUK	6.95
THEATRE EUROPE	3.95
BATTLE OF BRITAIN	3.95
BATTLEFIELD GERMANY	8.95
ANNULS OF ROME	8.95
RYGAR	6.50
STARGLIDER	10.50
ZYNAPS	6.95
F15 STRIKE EAGLE	6.95
THE PAWS	10.95
ANNULS OF ROME	10.95
RED L.E.D.	6.50
HIGH SCHOOL	5.50
KILLED UNTIL DEAD	6.95
BARBARIAN	6.95
MYSTERY ARHAM MANOR	5.50
SUPER SPRINT	6.95
CALIFORNIA GAMES	6.50
DRUID II	5.50
BANGKOK KNIGHTS	6.95
CONFLICTS II	5.50
FLUNKY	6.95
HYBRID	5.50
DURREL BIG 4	6.95
MASK	6.50
CALIFORNIA GAMES	6.95
INDIANA JONES	6.95
SOLOMONS KEY	6.95
ACE 2	6.95
CENTURIONS	6.95
RYGAR	6.95
RODE RUNNER	6.95
SLAP FIGHT	6.95
SURVIVOR	6.95
ELITE	10.95
REV'S +	5.95
EXELON	6.50
STAR PAWS	4.95
HEARTLAND	2.99

C64 SPECIAL OFFERS

COMING SOON! MAD BALLS	
LEVIATHAN	3.95
MATCHDAY II	6.25
STEALTH FIGHTER	10.95
AIRBOURNE RANGER	10.95
PSYCHO SOLDIER	6.25
COMBAT SCHOOL	6.25
VICTORY ROAD	6.75
OUTRUN	6.75
SUPER SPRINT	6.75
RASTAN	6.25
HEACOACH	6.25
PHANTYS	6.25
THUNDERCATS	6.75
BUGGY BOY	6.75
SIGMA 7	2.99
MADBALLS	6.25
DOMINIC 4	3.95
HOWARD THE DUCK	2.99
BORED OF RINGS	2.99
THE BOGGIT	2.99
DANTES INFERNO	1.99
RESCUE ON FRATACUS	1.99
FOOTBALL MANAGER	2.99
INTERNATIONAL KARATE	2.99
PS15 TRADING CO	2.99
BREAKTHROUGH	2.99
ASSAULT MACHINE	2.99
CRYSTAL CASTLES	1.99
PARALLAX	2.99
KUNG FU MASTER	2.99
DANDY	2.99
DEACTIVATORS	2.99
TOMAHAWK	£2.99
GOLF CONST SET	3.95
NUCLEAR EMBARGO	3.95
LORDS OF MIDNIGHT	2.99
DOMARKS REVENGE	4.95
WORLD GAMES	3.95
ENIGMA FORCE	1.99
MOVIE MONSTER	3.95
BAKALION COMMANDER	5.95
SHAO LINN ROAD	3.95
FA CUP FOOTBALL	2.99
BALL BLAZER	1.99
NODES OF YESOD	2.99
INFODROID	1.99
ESCAPE SINGE CASTLE	3.95
ROCKY HORROR SHOW	2.99
I.C.U.P.S.	1.99
THING BOUNCES BACK	3.95
KNIGHT GAMES	2.99
SILENT SERVICE	5.50
JACK THE NIPPER	2.99
INFILTRATOR	2.99
FIST II	3.95
SPACE HARRIER	3.95
SENTINEL	3.95
NOW GAMES 4	5.95
SUPER HUEY II	3.95
TIGER MISSION	2.99
JUDGE DREDD	2.99
LIVING STONE	6.50

C64 SPECIAL OFFERS

COMING SOON! MAD BALLS	
FLIGHT SIMULATOR II	42.95
GUILD OF THIEVES	17.95
BALANCE OF POWER	13.95
BODYPERDASH	13.95
AUTO DUEL	17.95
ROAD RUNNER	17.95
DEATH STRIKE	10.95
GUILD OF THIEVES	17.95
DEGENDER	17.95
DEFENDER OF THE CROWN	21.95
DEJA VU	21.95
DEGAS ELITE	20.95
FAERTYTALE ADVENTURE	34.95
GUILDF OF THIEVES	16.95
MEAN 18 GOLF	21.95
SUPER HUEY	14.95
WIZARDS CROWN	21.95
ROADWAR 2000	21.95
SPACE BATTLE	6.95
PHALANX	6.95
DEMOLITION	6.95
STATIONFALL	21.95
HARDBALL	17.95
SHANGHAI	17.95
TT RACER	14.95
UNINVITED	21.95
TEMPLE OF APSHAI (Tril)	12.95
SINBAD	21.95
KARATE KID II	17.95
STRIP POKER	14.50
EARL WEAVER BASEBALL	17.95
CHESSMASTER 2000	17.95
GEL FOOTBALL	17.95
LEADERBOARD	17.95
TOP GUN	14.75
SLAP FIGHT	14.75
KINGS QUEST III	17.95
PERRY MASON	14.50
LURKING HORROR	22.95
THE BARDS TALE	22.95
THE PAWN	17.95
ENCHANGER	21.95
SORCERER	21.95
DEADLINE	21.95
WITNESS	21.95
P.O.A.	21.95
STARCROSS	21.95
DELUXE PAINT II	51.95
SILICON DREAMS	14.50
AMIGA 500	470.00

C64 SPECIAL OFFERS

COMING SOON! MAD BALLS	
ALLEYCAT	2.99
BOULDERDASH CON KIT	3.95
NOMAD	1.99
GLIDER RIDER	2.99
TRAP DOOR	3.95
MUTANTS	2.99
BIGGLES	2.99
SHORT CIRCUIT	3.95
ASTERIX	2.99
PS15 TRADING CO	2.99
ASSAULT MACHINE	2.99
PARALLAX	2.99
DANDY	2.99
DEACTIVATORS	2.99
TAG TEAM WRESTLING	3.95
GOLF CONST SET	3.95
NUCLEAR EMBARGO	3.95
LORDS OF MIDNIGHT	2.99
MISSION ELEVATOR	2.99
BAZOOKA BILL	2.99
WORLD GAMES	3.95
ENIGMA FORCE	1.99
MOVIE MONSTER	3.95
VIKINGS	2.99
BATTALION COMMANDER	5.95
SHAO LINN ROAD	3.95
COMIC BAKERY	1.99
TAU CETI	1.99
ESCAPE SINGE CASTLE	3.95
ROCKY HORROR SHOW	2.99
INFILTRATOR	1.99
AVENGER	2.99
BISMARCK	6.95
CYBORG	3.95
SPLIT PERSONALITIES	1.99
TIGERS IN THE SNOW	3.95
ROBIN OF THE WOOD	2.99
JACK THE NIPPER	2.99
YIE AR KUNG FU II	3.95
FIST II	3.95
AVENGER	2.99
SPACE HARRIER	3.95
SENTINEL	3.95
DEATH OR GLORY	3.95
DEATH OR GLORY	3.95
CONVOY RAIDER	6.50
KAYLETH	3.95
TIGER MISSION	2.99
SABOTEUR II	5.50
LIVING STONE	6.50

AMSTRAD SPECIAL OFFERS

COMING SOON! MAD BALLS	
TOP GUN	3.95
XEVIOUS	3.95
BATMAN	2.99
BARBARIAN (PALACE)	10.95
T.N.T.	13.95
EAGLES NEXT	13.95
BODYPERDASH	13.95
BALANCE OF POWER	13.95
ROAD RUNNER	17.95
DEATH STRIKE	10.95
GULD OF THIEVES	17.95
DEFENDER OF THE CROWN	21.95
DEJA VU	21.95
FAERTYTALE ADVENTURE	34.95
GUILDF OF THIEVES	16.95
MEAN 18 GOLF	21.95
SUPER HUEY	14.95
WIZARDS CROWN	21.95
ROADWAR 2000	21.95
SPACE BATTLE	6.95
PHALANX	6.95
DEMOLITION	6.95
STATIONFALL	21.95
HARDBALL	17.95
SHANGHAI	17.95
TT RACER	14.75
UNINVITED	21.95
TEMPLE OF APSHAI (Tril)	12.95
SINBAD	21.95
KARATE KID II	17.95
STRIP POKER	14.50
EARL WEAVER BASEBALL	17.95
CHESSMASTER 2000	17.95
GEL FOOTBALL	17.95
LEADERBOARD	17.95
TOP GUN	14.75
SLAP FIGHT	14.75
KINGS QUEST III	17.95
PERRY MASON	14.50
LURKING HORROR	22.95
THE BARDS TALE	22.95
THE PAWN	17.95
ENCHANGER	21.95
SORCERER	21.95
DEADLINE	21.95
WITNESS	21.95
P.O.A.	21.95
STARCROSS	21.95
DELUXE PAINT II	51.95
SILICON DREAMS	14.50
AMIGA 500	470.00

AMIGA SPECIAL OFFERS

COMING SOON! MAD BALLS	
FLIGHT SIMULATOR II	42.95
GUILD OF THIEVES	17.95
BALANCE OF POWER	13.95
BODYPERDASH	13.95
BARBARIAN	17.95
TERRORPODS	17.95
COLD RUNNER	17.95
DEFENDER OF THE CROWN	21.95
DEJA VU	21.95
FAERTYTALE ADVENTURE	34.95
GUILDF OF THIEVES	16.95
MEAN 18 GOLF	21.95
SUPER HUEY	14.95
WIZARDS CROWN	21.95
ROADWAR 2000	21.95
SPACE BATTLE	6.95
PHALANX	6.95

ADVENTURE reviews SPACE QUEST

► SUPPLIER: ACTIVISION
► MACHINES: ATARI ST:
 (£24.99) AMIGA; APPLE II;
 MACINTOSH; IBM PC: (£29.99)
 ► REVIEWER: KEITH

The noise of the alarm awakens me from my illicit slumber in a janitor's cupboard aboard the space station. Lights are flashing – the station has been programmed to self destruct! There's no time to lose...

As a lowly janitor there's no way I have access to the docking bay and the escape pod – so I'd better try and find someone with an authority card.

Trouble is... there's nobody around. Or rather, there are plenty of bodies around, but only dead ones! I resort to the grisly task of frisking the corpses to try and find what I need.

A rather frantic hunt it is, too, for as soon as the countdown has finished – it's KABOOM!!

This is an animated 3D adventure in the style of *King's Quest*, but with rather more adventure and puzzles.

At the start of the game, two corridors are shown one above the other, with blocking walls, and interconnecting lifts.

The player guides a spritely little fellow around with joystick or mouse.

He can pass either side of obstructions, but will stop when he collides with one unless manoeuvred around it.

If this sounds a bit like an arcade adventure, it is. But very little arcade skill is required, and the puzzles and text input are more typical of a conventional adventure. Most of the graphics occupy the full screen, and many are superbly animated.

The objective of the first stage of the game is to escape the space station before it explodes, and to do

this means you have to find an escape pod, and discover how to fly off in it.

This task contains all the pitfalls one would expect in a more conventional text adventure, involving operating the docking bay doors, airlock, and the pod itself.

Then there's always the chance that you may have left a crucial object behind, undiscovered.

At any stage in the game, text commands may be entered, and the responses

– each file must be laboriously copied with manual intervention.

And the copy protection method used requires that the original disk be used to start loading the game up.

Presumably this has to be a good disk – so why bother with the chore of copying?

Secondly, the SAVE feature, which requires a separate, pre-formatted disk, takes a bit of getting used to. However, once mastered, it does have the advantage that quite a lengthy

comment about the saved position can be tagged to identify each of up to twelve save files.

This is a big colourful game, full of sound and action. There's a lot of fun to be had exploring the paths and crevices on the planet that the pod eventually lands on.

Space Quest is an adventure that should satisfy arcade-adventure enthusiasts, at the same time offering an interesting challenge with a difference for enthusiasts of the traditional adventure format.

► VOCABULARY
► ATMOSPHERE
► PERSONAL
► VALUE

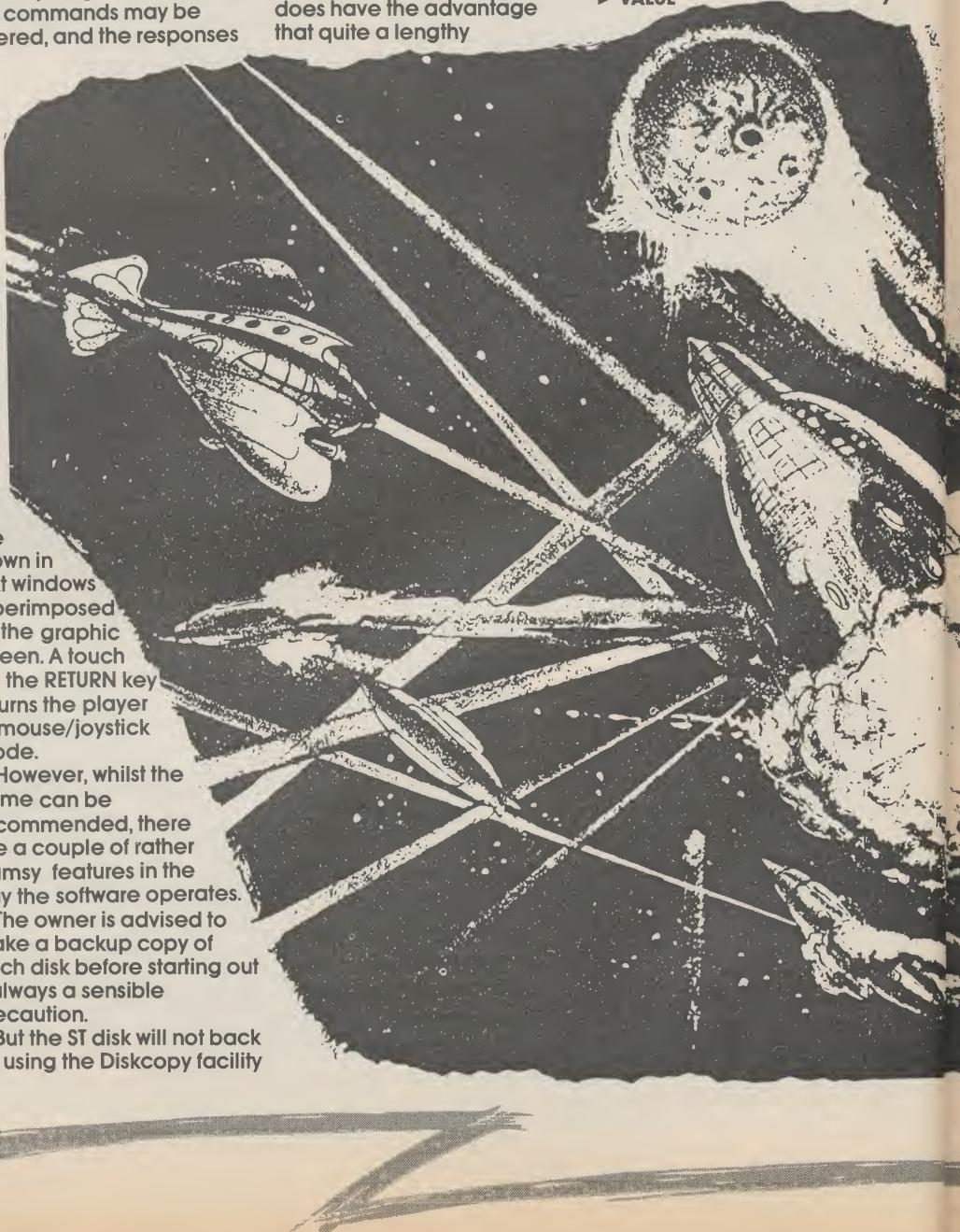
7
8
8
7

are shown in text windows superimposed on the graphic screen. A touch on the RETURN key returns the player to mouse/joystick mode.

However, whilst the game can be recommended, there are a couple of rather clumsy features in the way the software operates.

The owner is advised to make a backup copy of each disk before starting out – always a sensible precaution.

But the ST disk will not back up using the Diskcopy facility



THE HUNT

► SUPPLIER: ROBICO
► MACHINES: BBC B CASSETTE: (£9.95); ELECTRON CASSETTE: (£9.95); BBC B 40 TRACK DISC: (£12.95. MASTER COMPATIBLE); BBC B 80 TRACK DISC: (£12.95. MASTER)
► REVIEWER: JOHN YEATES

Beeb adventurers all know and love Robico games, and now their latest is here – the first with graphics.

The Hunt – Search For Shauna involves you, the pilot of a space craft, in the hunt for crewmember Shauna, who has been kidnapped.

Your first task is to escape from the spaceship – no great shakes, as it tells you how in the instructions. Once you have sneaked through Customs, you can explore the space station and start searching.

No Klingons on the starboard bow, although there are a load of tame robots who trundle around carrying things, and generally doing little else.

There is also a maze (heigh ho, here we go again) and some weird humour – like the area marked BERTH CONTROL. Now if I could just get in there...

In the space taxi, you can go and visit other people's spaceships – you DO remember where you parked yours? – but you

need a code before you can do so. Spoilsports!

The graphics look as if they have been done on the GAC, although this is not mentioned. The tape version has graphics in every location, and the disk version loads up better graphics in about 20 of them. Some are rather nice, even if not up to Amiga standards. There are clues in the pictures.

The adventure has about 100 locations, and uses a full sentence input system – but you can only input one sentence per command. As usual, there are a few vocab problems but for disk users in trouble, *LOAD HUNT2 views memory from &5100 onwards.

The HELP command just tells you not to be lazy – well thanks a bunch, guys! Currently I am having problems negotiating the maze – maybe I should draw a map for once in my life? Opening a door with a plate on it is also a problem, and, of course, getting past the obligatory zaper which kills you if you try to pass is just impossible at the moment.

You may have guessed by now that I like this game. Nice graphics, good text, logical puzzles, no sound (shame!) and a good plot. But why did they have to use a disk box that disintegrates when the Post Office gets at it?

- VOCABULARY
- ATMOSPHERE
- PERSONAL
- VALUE

8
10
9
8



COMPETITION

● Here's YOUR chance to win a free copy of *The Hunt – Search For Shauna!* Robico are offering 10 cassettes plus 10 discs for the first correct answers opened on 16 November. ALL entrants will get FREE membership of the ROBICO SOFTWARE CLUB, normally costing £5, simply by ticking the box!

Send your completed coupon to: Robico Adventure Competition, Computer + Video Games, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU, to reach us by November 16th.

C+VG/ROBICO ADVENTURE COMPETITION

NAME _____ If I win I would like (tick box)

ADDRESS _____

Electron Cassette

BBC Cassette

BBC 40 Track Disk

BBC 80 Track Disk

1. Name three actors who have played the part of Dr.

Who.

2. Name the two robots in Star Wars.

3. Who wrote The Day Of The Triffids?

I wish to receive FREE membership to the Robico Software Club (tick box)

YES

NO

Complete this coupon and post to C+VG/Robico Adventure Competition, Computer + Video Games, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

Have you warned the neighbours you're getting a MASTER SYSTEM



For just £99.95 you get

- ★ The games machine ★ A free game
- ★ 2 Sega control pads
- ★ A power pack including a 3 pin plug
- ★ A T.V. aerial switcher box
- ★ A free built-in mystery game for you to find

ISM

P. & P. Free in U.K.

Make cheque or postal order payable to ISM and send to:

ISM, DEPT CVG, 1 RUSSLEY GREEN, WOKINGHAM, BERKSHIRE RG11 1BR TEL: 0734 774942

Sega Cards	£14.95
My Hero	£14.95
Ghost House	£14.95
Transbot	£14.95
Super Tennis	£14.95
F-16 Fighting Falcon	£14.95
Teddy Boy	£14.95
Mega Cartridges	£19.95
Action Fighters	£19.95
Choplifter	£19.95
Black Belt	£19.95
Pro Wrestling	£19.95
Shooting Gallery	£19.95
Wonder Boy	£19.95
Quartet	£19.95
Fantasezone	£19.95
Great Golf	£19.95
World Soccer	£19.95
Gangster Town	£19.95
Zillion	£19.95
Enduro Racer	£19.95
World Grand Prix	£19.95
Secret Command	£19.95
Alex Kidd in	£19.95
Mirrical World	£24.95
Two-Mega Cartridges	£24.95
Space Harrier	£24.95
Enduro Racer	£24.95
Rocky	£24.95
Outrun	£24.95
Missial Defence	£24.95

The new Sega Master System games console puts an arcade into your home.

Working from either card or cartridge the amazing games give screen after screen of almost arcade quality graphics. These machines will be in short supply and much sought after so ISM are giving you the chance to beat the rush and be the first in your neighbourhood to own one of these remarkable systems.

There is a terrific range of games available and some almost unbelievable peripherals like the Light Phaser and 3D glasses!!

Don't miss out,
but warn your neighbours.



With your system you will receive a 10% discount voucher against your next software purchase, and automatically be enrolled in the ISM—Sega club, which will keep you updated with future developments.

Are you horrible enough
to go on the

RAM

Ro
C
10

elite

OPPORTUNITIES

In-House and Free-Lance Technical Staff

Having established the key elements of a well organised and equipped 'in-house' software development team, the company has the following opportunities to offer in Entertainment Software Development.

Senior Programmers - O.T.E. £25K

Having been responsible for at least one technically excellent (though not necessarily commercially successful) entertainment software product you will be experienced in Z80, 6502 and/or 68000 assembler. You will be looking for an opportunity to join an 'in-house' environment committed to the development of original products and conversions of the very highest quality and will expect to call on graphics, music and other support functions of the highest calibre.

Programmers - O.T.E. £15K

Though not necessarily able to show direct involvement in any commercially available entertainment software products, you will be able to demonstrate through specific routines and demo programs, a high degree of technical ability in Z80, 6502 or 68000 assembler. You will be looking for an opportunity to realise your ambition to be responsible for the development of technically excellent entertainment software products and will expect to call on graphics, music and other support functions of the highest calibre.

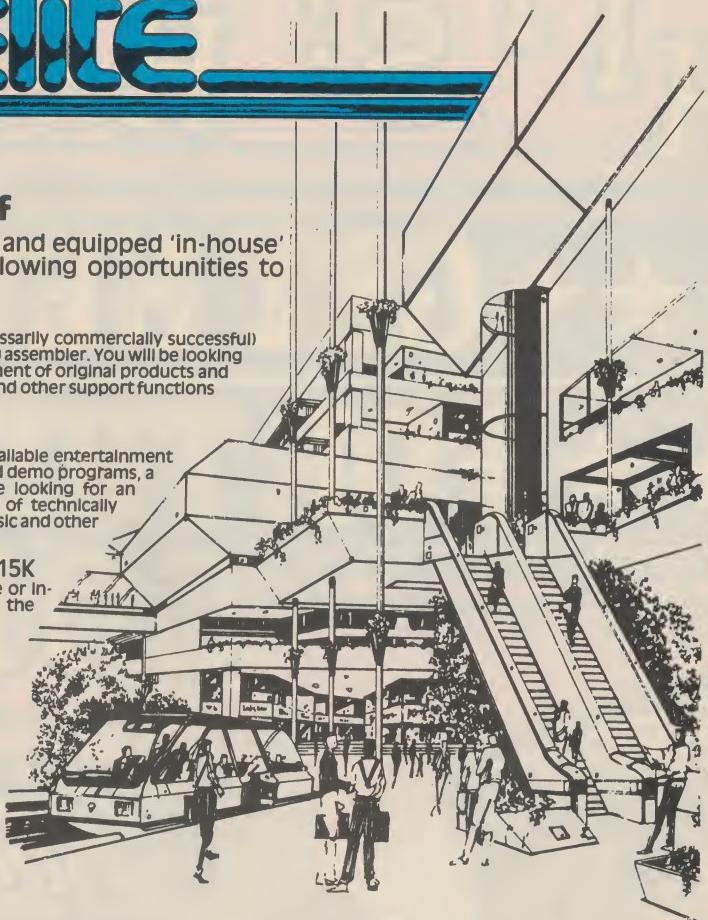
Graphic Artists/Musicians/Game Designer - O.T.E. £10-£15K

With or without formal qualifications you will already be working in a free-lance or in-house capacity supporting programmers in your specialist discipline in the development of commercially available/to be published entertainment software products. You will be able to demonstrate a number of different examples of your work and will be looking to put your experience to use whilst developing it further in the production of commercially available products.

All appointees to the above positions will be offered an attractive working environment, substantial basic salary and an opportunity to develop their ambitions with the full support of the company's management and financial strength. In addition to the above opportunities the company has a regular flow of program conversion contracts available at attractive rates to free-lancers and is particularly keen to support proven programmers and development houses wishing to write and have published by a major brand name original games for all popular machines.

If you would like to arrange an interview to discuss any of the above opportunities please write, giving full details of your relevant experience to:

Steve Wilcox - Director
Elite Systems Ltd, Anchor House, Anchor Road, Aldridge, Walsall WS9 8PW



You'll know soon enough!
Rampage, coming to your home
computer screen, December.

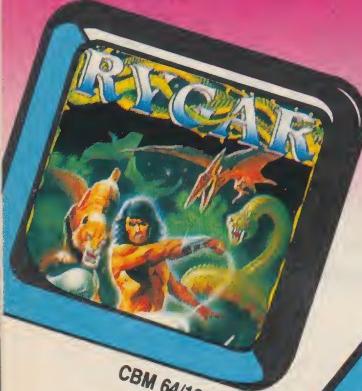
ACTIVISION
ENTERTAINMENT SOFTWARE

TM & ©1987 Bally Midway MFG.CO.
All rights reserved. Activision Inc. Authorised User.

HITS! HITS! HITS!

***** GET KEYED UP *****
*** FOR THE GREAT ***
Autumn GOLD *Rush!!*

AVAILABLE AT LARGER
Boots
BRANCHES



CBM 64/128 £14.99d



SPECTRUM +3 £12.99d



SPECTRUM +3 £12.99d



IMPOSSIBLE
MISSION II



Out Run

ATARI ST - £19.99
SPECTRUM - £8.99
CBM 64/128 - £9.99c £11.99d



TOP SECRET
SUB BATTLE
SIMULATOR
CBM 64/128 £14.99d ATARI ST £24.99



CBM 64/128 £14.99d



SOLID GOLD
SOFTWARE'S GREATEST HITS
GAUNTLET
ACE OF ACES
LEAP DABBOARD
WINTER GAMES

SPECTRUM £9.99, SPECTRUM +3 £14.99d
CBM 64/128 £14.99d



MSX - £9.99c
IBM - AMIGA - £24.99d
AMSTRAD - £9.99c £14.99d



ADVENTURE

Fresh from foreign fields, The Fiend finds fun, frolics and frivolity in fermenting fear in a forceful fashion for Keith Campbell and the world of adventure. Fighting fit, he flails fools, follies and frippery. Phew!

So that nice Mr. Campbell tried to escape The Fiend's wrath at being forced to play Inspector Flukeit, by skipping the country for a while, did he?

Fiends, too, need a rest now and again, for groping out public nuisance is demanding work, even for a mega-being like that of your very own Fiend.

But now the moment you have all been dreading has arrived. I, too, have returned from holiday, and the break has done me a power of good. You are now faced with a Fiend that is rested, tanned, and even more Fiendish than before, if such is possible.

The Fiend's holiday plan this year was to honour Florida with his presence. Then, tiptoeing into my consciousness came an idle thought. Scott Adams lives in Florida, doesn't he? YOUREEKAH! What a meeting that could be!

The Fiend could report back to you, my faithful fans, and I could sting that nice Mr Metcalfe for my air fare!

But oh, the best laid plans of Fiend and men. Not only had Mr Adams quit the world of adventuring, but he had moved! HA! But then many quail before the wrath of the Fiend.

So, fellow adventurers, do we rejoice that our tormentor is finally to leave us in peace, or do we mourn the passing of one of the greats? Were his best games yet to come, or had he passed his peak, and quit while the going was good?

The Fiend thinks that Mr Adams peaked with *Claymorgue Castle*, fiendishly difficult (praise indeed!) but brain bendingly logical. Tough, but fair.

Hulk and Spiderman were both worthy adventures, but



were of easier solution. But as for the *Fantastic Four*, the Fiend can be in no doubt that Mr Adams quit in time. The spark has gone, and as I have been heard to growl on many occasions, any fool can make an adventure impossible to play by use of multi-word inputs and obscure vocabulary.

Yet I rue the passing of he who popularised adventure games and brought us many hours of entertainment.

Will he really be able to turn his back on adventure games, or might he re-emerge, refreshed and

revitalised, with head full of new ideas? The Fiend sincerely hopes so.

Some small measure of relief can be drawn from the recent appearance of the missing Scott Adams games on the Spectrum.

About blooming' time too! The Fiend has carried his Spectrum into battle for nearly five years now. Together we have slain colossal dragons, escaped from goblins dungeons, and blissfully traversed red hot lava.

I have dared the deepest dungeons, travelled to the

farthest stars, and even braved a holiday in Terrormolinos, always with my faithful Spectrum at my hip.

And what reward do the software houses bestow upon such a worthy? They ignore it! The Fiend is very cross!

Suddenly everyone else seems to be playing games that are not available for the old faithful. KC raves about *The Pawn* and *Guild of Thieves*.

Is the Fiend alone in still wanting to play adventures on the humble Spectrum? Is mine the only working model left in the world? Or are my suspicions correct that there are yet more Spectra in use than all the others laid end to end?

I am aware that the old boy is memory limited, but superb digitised pictures have been seen. Sam Fox springs to mind for no apparent reason. So faced with the option of giving us all graphics, even if it takes several loads, or giving us a text only version, which do they give us? BAH!

The Fiend is even more cross about the lack of *Leather Goddesses of Phobos*. Us Fiends know exactly what to do with a six foot rubber hose and a pair of cotton balls – but will we ever get the chance?

One final question for your poor feeble minds to contemplate. Will we ever see any of these whizz bang games on the 128 Spectrum? If not, is it because nobody is buying the beast? If so, is nobody buying the beast because there is no software for it? Beware software houses – The Fiend is watching you!

STOP PRESS: The Fiend came face to face with the cringing Campbell at the PCW Show recently. You should have seen the fear in his eyes. It was a joy to behold.

ADVENTURE

helpline

Some Very Big problems have been cropping up this month! To kick off, Kevin Boyce of Co. Donegal keeps failing over! He can't get past the gardens at the beginning of part 2 in *Very Big Cave*. Batman's belt is also baffling him — what number should he dial?

Meanwhile, Paul Ferris is at a dead loss for something to do in Gotham City. What, no decent arcades, Paul? Who can point him to the best nightspots?

Sandra Linnecor got away to an early start with *Space Quest* (review this issue) and as I had only just started to play the game myself, when I received her letter, I was unable to help. With 32 points, Sandra found herself in an underground cave on another planet, facing the

ubiquitous unopenable door. Could it be that she needs the two white objects found next to the space suit, she wondered? She could not pick them up, as she didn't know what they were!

Having got a little further now, I can say that I doubt whether they will help open that door, Sandra. Try examining the closet, to discover what is within! Take it, and then examine it again, for some more detail.

Darren Sellwood is stuck in a lot of games. Here are his main problems: How can he stop dying of starvation under the gravestone in *Matt Lucas*? And how can he get started in *The Serf's Tale*?

Paul Meakin of Nottingham, has coaxed a bull, and managed to get a gun, some skis, and a photo.

Now Rick Hanson has him baffled — who can tell him what to do next?

Jonathan Marshall is thoroughly enjoying the *The Big Sleaze*. But now he has a few questions

Do the letters carved on the tree mean anything? What should he do in the library? And can he save the dame from King Kong — a question also posed by Kevin Murphy of Kirkaldy?

Well, I thought we had *Heroes Of Karn* covered by now! But David Portman of Belbroughton can't find the crowbar. Nor can we! David is really desperate because he still keeps trying to find it, and his girl-friend is getting madder and madder every time he loads the game! Leave it loaded, David, and sneak in a few goes while she's not looking!

Who's been sending us duff clues, then? Abed Janzir of Irbid in Jordan says that the clue for *Labyrinth* ('Pay no attention to Alph and Ralph') is wrong! Without them, says Abed, it is not possible to reach Goblin Castle. Who can help Abed into the Goblin Castle?

"Frankenstein is driving me nuts (or should I say bolts — through the neck?)" quips Mike Thomas. He's stuck at the ice crevice and found a climber frozen in the wall. How can he get him out without burying himself under all the falling ice?

How do you kill the creature in the bloodstained room, in *Temple Of Terror*, asks Gregory Quinn of Northern Ireland.

Peter Wall of Saffron Walden, is going round in circles, while A. Orton of Leicester, is simply stuck. Both are at the entrance to Tower Doom in *Custard's Quest*, and the nasty Time Beast won't let them through. Peter is sure that he must give him a watch or clock, but cannot find either.

And finally, here's a couple of golden oldies! First, *Kingdom of Hamil*. How do you avoid the furry arm in the

pit, and avoid being sacrificed in the cornfield? Where is the tapestry room?

On to *Castle Blackstar*. How can the dragon be killed, how can the flaming lake be crossed, and how can the doorway high up in the chapel be reached? All these, from someone calling himself The Lone Stranger.

John McCann of Lisburn, reckons that *Worm In Paradise* on the Amstrad has more bugs than he has seen since the days of *Screaming Foul-Up!* (Remember him?) But bugs sometimes prove useful, and if you want to discover all the objects in the game, try this.

Go to the police station, and type "give me to the fuzbot". The fuzbot takes you and checks you out, and then comes back saying that he can find no crimes. However, he leaves you in a location from which there is no exit.

Next type "examine all" and a description of every object will follow. "Very useful," says John, adding that it didn't actually help him at all!

Here's how Les Brady cheats in *Quest for The Holy Grail*, C64 version. First reset the C64, then:

POKE 2050,8
SYS 42291
POKE 45, PEEK(174)
POKE 46, PEEK(175)
POKE 47, PEEK(174)
POKE 48, PEEK(175)
POKE 49, PEEK(174)
POKE 50, PEEK(175)

This should give you an entire listing of the game, says Lee.

● To clear up any confusion over the C64 bug affecting giving money to the tramp, in *Spyrels*, M. Blackery of Basildon explains: "After finding the wallet, you should switch the graphics off before examining it. You will then be told you have ten coins. Fail to turn off the graphics and you are told that you have no coins — in fact, that is what you really have!" Strange way some people write adventure programs...

ADVENTURE clues

FRANKENSTEIN: Don't pine for campfire. Extra until falling.
BUREAUCRACY: Learn to speak the lingo aboard the plane. Don't wear anything.
BUILD OF THIEVES: Stickily files make scuttled meal.
THE LURKING HORROR: A paddock may have more than one use.
SPIDERMAN: Don't tread on Dan can help open doors.
STATIONFALL: The late Shady sand — don't walk on the floor.
ASYLUM: Hack the telephone to help things break under it, to help the block should be put the old block off the magnet.
FANTASTIC FOUR: A chip off the bear at eight feet!
RECEIVER for the magnet.
DODGY GEZERS: The sewers are under the carpet! Break in with the wire cutters.
TOWER OF DESPAIR: Hold the scroll after examining the tower of despair.

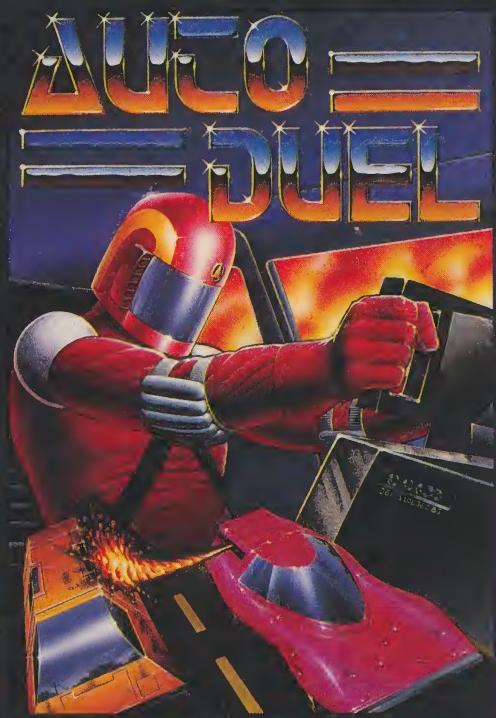
THE ORIGINAL CHALLENGE

When Origin Systems, creators of the brilliant Ultima Series, collaborate with Strategy Board Game Supremo Steve Jackson, you can expect the most challenging, most original Strategy Role Playing games around!



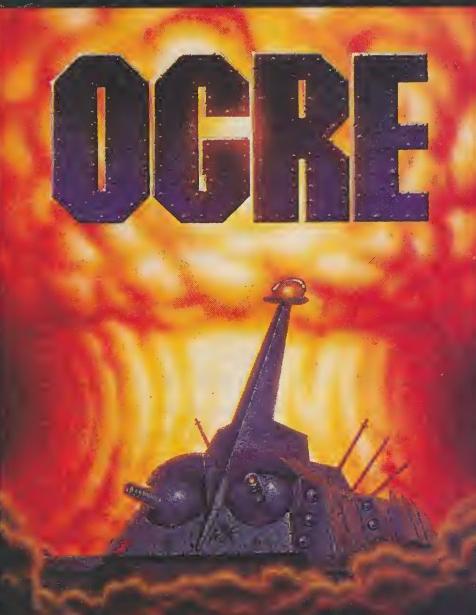
THE START OF SOMETHING NEW

Based on the award-winning board games by Steve Jackson



AUTODUEL

Drive the freeways of the future where the right of way goes to the biggest gun. Somewhere within the 16 cities and outlaw-infested highways are the clues you will need to complete the ultimate mission. Step into the arena on Amateur Night and earn the right to custom-build your combat vehicles.



OGRE

A strategy game for one or two players OGRE pits an array of infantry and armoured forces against a single cybernetic supertank, bristling with weapons – the OGRE.

Adapted from the classic Steve Jackson board game, Computer OGRE epitomises simplicity and play balance. Players can use standard game maps or design their own.

Are You Ready For The Ultimate Challenge?

AUTODUEL IS AVAILABLE FOR COMMODORE 64/128 ATARI XE/XL DISK £19.95. APPLE, ATARI ST DISK £24.95.
OGRE IS AVAILABLE FOR: COMMODORE 64/128. ATARI XE/XL DISK £19.95. IBM, APPLE, ATARI ST, AMIGA AND MAC DISK £24.95.

MICROPROSE SOFTWARE LTD. ORIGIN SYSTEM INC. JOINT VENTURERS IN EUROPE.

Please send _____ copy/ies of _____ Format _____ Price _____
Name (block capitals) _____ Address _____
Post Code _____

I enclose £_____ including £1.00 P&P. UK Only. (Overseas £2.00) Cheques payable to MicroProse Software Ltd.
or debit my Access/Visa card. Expiry date _____ No. _____

For more information on the Origin range please tick box

MicroProse Ltd., 2 Market Place, Tetbury, Gloucestershire GL8 8DA. UK. Tel: (0666) 54326. Telex: 43422 MPS/UKG.

night of hor

dark they were and bleary-eyed. The warped, the weird and the wonderful gathered under the cover of night in Birmingham recently for the British Fantasy Society's FantasyCom, C+VG's very own fantasy figure, John Gilbert, joined them to sample the latest books, films and videos and lig it with Some Very Famous People.

A riotous weekend of wanton debauchery among famous authors and artists is the lure used by The British Fantasy Society to attract its members and friends to FantasyCon.

The annual convention, held this year in Birmingham, contains a gory selection of bad videos, guest speakers who this year included M John Harrison with Americans George R R Martin and artist J K Potter, and readings from soon to be published novels and short stories.

First, though, on the Friday evening start-up, I had to sign in, meet old friends, collect a chunk of info about forthcoming films and publications, browse through a mass of books and recent film scripts in the dealers' room and make sure that I'd

scooped up everything of importance before others got in on the act.

Once satisfied that I hadn't missed any rarities I paid my compliments to the bar and gathered hosts, rather than watch the first video presentation, *Terror at London Bridge*. Already buoyed up by a skinful of vulgar-tasting vino, drunk during the launch of The Writers of the Future competition, I sat mostly talking, rather than supping, to some of the event's freshmen.

At midnight we left the comfort of over priced Pepsi and filtered into the convention hall where Clive Barker, horror author and director of *Hellraiser*, read from *Weaveworld*, his mammoth novel published by Collins in late October. It's a brilliant mixture of fantasy and horror which takes in Liverpool, Barker's birthplace, and a world woven into a carpet.

Weaveworld may represent Clive's return to the literary scene after more than a year but the boy's been busy in the movie world. *Hellraiser*, the film in which he seems to have played every production role except producer,

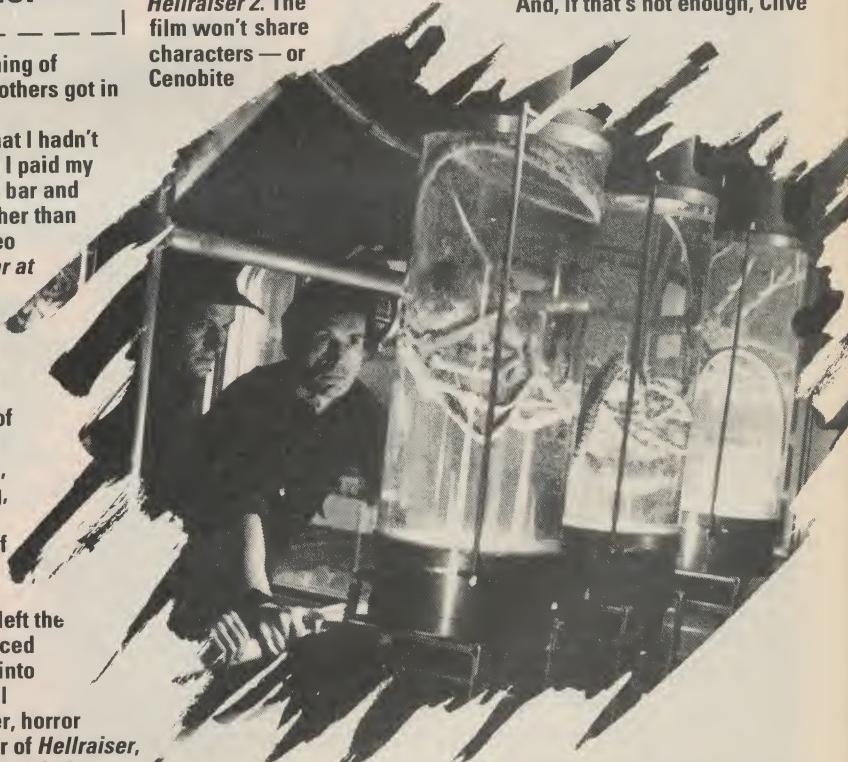
has just taken off in the States after a rapturous run in the UK and he's got more projects planned.

New World Pictures is tempting Clive to make *Hellraiser 2*. The film won't share characters — or Cenobite

story collection Books of Blood VI. The novella follows New York private eye Harry D'Amour as he investigates demonic occurrences in *The Big Apple*.

He's hired by the widow of a magician to find her husband (?) who's returned to life and is being hunted by a demon to whom he sold his soul. Not a cushy number by any stretch, and hopefully the movie will have a bigger budget than *Hellraiser*.

And, if that's not enough, Clive



demons — with the original, but it will include that famous Chinese puzzle box which will open up visions of new hells for the protagonist. So keen is New World to produce something different that Clive will take on the role of co-producer — with Chris Figg — and look for a new director. It all sounds very professional and shooting starts next year.

After the sequel Clive intends to write and direct a movie called *The Last Illusion*, again for New World and based around a novella from his short

has been asked, yet again by New World, to develop a television series in the States — negotiations are going on as you read C+VG. NW intends to get around the censorship problem — the show will be *Gooerry* — by selling it to cable networks. So, we should see it in a few years when cable's been established in the UK.

Clive couldn't stay long, he was off to London that very night, so at 1.15 on Saturday morning I drifted off to see *Zombie 3*, an incoherent, anti-climactic piece of video rubbish

Horror

which gave everyone a fit of giggles.

Off to bed, for a sweltering, uneasy, night, because nobody had turned the heating off in the hotel, then up to be welcomed by Douglas E Winter, American Master of Ceremonies and close friend of Stephen King.

The address was followed by two discussion panels; the first featuring publishers and editors about the writers of the future, while the latter brought authors such as Terry Pratchett – *Colour of Magic* – out of their burrows to talk about creating fantasy worlds.

After lunch, an afternoon of readings, panel discussions, and a slide show of artist J K Potter's impressive fantasy photography, all were invited to a launch party for Ramsey Campbell's collection of short horror stories, *Dark Feasts*, from Robinson Press. Ramsey's been writing horror for 25 years but, probably because he has more style than most writers in the genre, he's never had a best seller. Pick up his latest novel, *Hungry Moon*, and I guarantee you'll be awed by his genius.

The party over, I sat down with 50 raffle tickets and a bunch of friends to see what I could win during the Interminable Fantasy Raffle. Such gems as a valuable proof copy of Clive Barker's *Weaveworld*, with author's corrections, and a signed copy of Stephen King's novel *IT*, jostled with turkey prizes such as cardboard hats, posters and badges from Mel Brooks' new movie *Space Balls*. Our table won the nickname The Book Table from host Steve Jones because of the piles of science fiction and fantasy novels we managed to win and stock pile.

The Eirie Midnight Horror Show II took everyone's attention once the raffle was out of the way. As usual it turned into a slanging match with 'Slugs' author Shaun Hutson cracking jokes, US author Karl Edward Wagner talking so slowly that most of the audience

had to be woken up, and Dennis Etchinson, American author of *Darkside*, trying to moderate

the farce.

After that, the bar was open until three, when most people went to bed. Not me, though. Snared at the bar by Shaun Hutson, I and a good friend spent the night talking about Shaun's first film, from his novel *The Slugs*, and heavy metal music, in particular Iron Maiden. He also told us that the *Slug* film nearly didn't reach completion. Two of the female stars walked out when asked to lie half naked and covered in blood while stage hands shovelled live slugs onto them.

The night without sleep left us dreading Sunday's big event. The British Fantasy Awards Banquet. I made it, however, only to find I was seated next to Guy N Smith and his wife. He is a prolific writer, book seller, vegetarian and goat farmer. An all round nice guy and quite a celeb. He kept us talking while we downed the paltry two course meal, without wine, and some of the guests waited for their vegetarian food – which turned out to be not worth the wait.

The awards at the end, however, displaced our smarting feelings and popping stomachs and, if you come next year, the meal promises to be a delight.

Next year FantasyCom



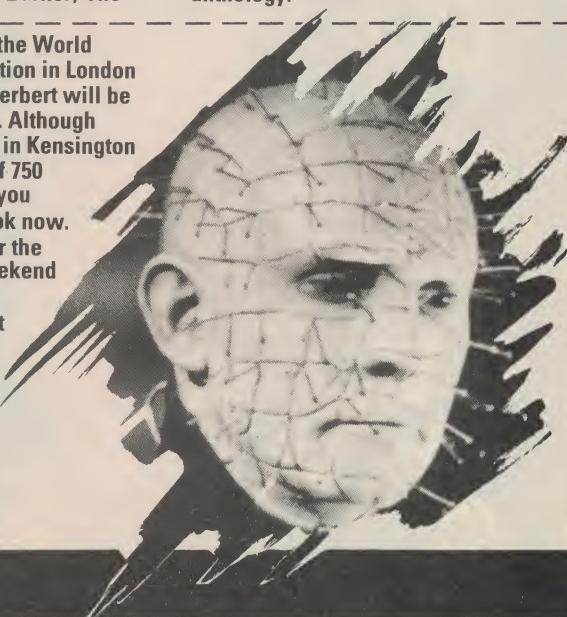
BRITISH FANTASY AWARDS

The August Derleth Award For Best Novel: *IT*, by Stephen King. Runners' up *Necroscope*, by Brian Lumley; *Strangers*, by Dean R Koontz. Best Film: *Aliens*, Dir: James Cameron. Runners up: *The Fly*, Dir: David Cronenberg; *Peggy Sue Got Married*, Dir: Francis Coppola. Best Short Fiction: *The Olympic Runner*, by Dennis Etchison. Runners' up *The Hellbound Heart*, by Clive Barker; *The*

Other Side, by Ramsey Campbell. Best Small Press (fanzone): *Fantasy Tales*, edited by Steve Jones and David Sutton. Runners' up: *Dagon*, edited by Carl Ford; *The Horror Show*, edited by David Silva. Best Artist: J K Potter. Runners' up: Dave Carson, Stephen E Fabian. Special Award for contributions to the genre: Charles L Grant, author of *The Pet* and editor of the *Shadows* short story anthology.

combines with the World Fantasy Convention in London where James Herbert will be guest of honour. Although centrally based in Kensington there's a limit of 750 attendees so if you fancy going book now.

It'll be held over the Hallowe'en weekend and, if you're unlucky, I might see you there. More info from Di Wathen, 15 Stanley Road, Morden, Surrey, SM4 5DE.



BUG-BYTE

GOES 16 BIT

MISSING ON Z DROID

ATARI ST £9.95

ALSO AVAILABLE ON CASSETTE FOR STARDISK / 9999/YU / 120XF • £9.99
BUG-BYTE
VICTORY HOUSE
LEICESTER PLACE
LONDON WC2H 7NB

I h w m
T k w y
so
sp ta A er E C M tc bo th ha
ha sp ar w ba ta m of an w w
m un w th sh fr sp ho li tu th
M M fr ho an G su m it is m
W w w w w A ti pa
an pr

The Big Screen

It's Hallowe'en and here with a haunted house full of horrors is the man who can ward off those evil spirits — and those monstrous movies — Ward R Street ...

There are horrors of every kind this month, so decide what sort of witches brew you prefer and prepare to be scared.

If you like the shivers spiced with smiles you could take a trip to a small American town and encounter **The Witches of Eastwick** (18). Not that Cher, Susan Sarandon and Michelle Pfeiffer are witches to begin with. They're just bored single women wishing that something would happen.

The something that does happen is Jack Nicholson, sporting a small pony-tail and a considerable paunch, who breezes into town on the back of a thunderstorm to take up residence in the local manor house. Within hours of arriving he's busy meeting and seducing the three women. Which is where the witchcraft starts.

Who is old Jack? Old Nick, maybe? Following the unlikely death of a local woman (choking on a thousand cherry pips when she wasn't even eating the fruit!) the women decide to split from their corpulent host. But hell hath no fury like a devil spurned and he turns his terrible trickery on the trio.

Witches is directed by *Mad Max*'s creator, George Miller, but it's far removed from those rugged outback heroics. Don't go expecting an *Evil Dead* or a *Ghostbusters* ... this is supernatural comedy of the most sophisticated kind and it's hysterically funny, which is why I'm making it one of my two movies of the month.

Two movies of the month? Well, I really couldn't decide whether I preferred shaking with laughter or shivering with fear and Alan Parker's **Angel Heart** (18) made my ticker race at a diabolical pace!

New York in the 1950s and Mickey Rourke is a private detective living on



Eastwick: Every Witch Way But

... the borderline of seedy. When a mysterious bearded man asks him to trace a thirties singer, Johnny Favourite, who is missing from the private hospital where he's suffered from amnesia, ever since the war, he's only too happy to take the case.

So Rourke walks those mean streets straight into a stylish thriller, with no real hint of the horrors to come. It's only when the trail leads to New Orleans and voodoo that things start to get spooky. As the questions grow in Rourke's mind he realises that he's straying into something way beyond his understanding.

Both Rourke and De Niro, as his mysterious client, prove once again that they're the best actors of their generations. **Angel Heart** is not for the faint of heart ... but don't miss it, if you dare.

Our third chiller is a much



Angel Heart: Not taking the Mickey.

more traditional affair with spectacular special effects (plus one or two dodgy duds), some tongue in cheek clichés, and all the action you could hope for. Still, what else would you expect of Freddy Krueger?

Yes, dream boy is back for **A Nightmare on Elm Street Part 3: Dream Warriors** (18), and if the long-winded title sends you to sleep the movie should wake you up with a jolt.

This time long-dead Freddy is terrifying sleeping teenagers so badly they'd rather end it all than nod off. Luckily Nancy Thompson, survivor of the first film, and

sympathetic shrink Dr Goldman, are there to help, along with Kirsten Parker, who can create a psychic bond between the sleepers. Together they decide to take on old crispy face on his own territory.

There's a nice selection of nasty dreams, including a TV set which comes to life and puts one of the kids in the picture — literally! — plus a boy who gets tied to his bed with writhing tongues. And there's also the Dream Warrior plot, in which the teenagers use their dreams to adopt superhero identities. It's an interesting idea, but it's more Dungeons and Dragons than stalk and slash and seems out of place.

Then there's the question of whether the tragic topic of teenage suicide is a fit subject for a lightweight horror fantasy, which led to protests in the States.

Of course there are some people for whom foul-mouthed, irreverent Eddie Murphy is horror enough, but that hasn't hindered his rise beyond stardom.



Freddy and the Dreamers.

So 'Yo' to all Axel Foley fans as Eddie bursts forth in **Beverly Hills Cop II** (15).

Back in Detroit, after his brush with LA's smoothest, Axel seems to be treading the same path as the original as he sets up a phony deal to trap a criminal, but a phone call from California dismisses the *déjà vu*. Captain Bogomil has been shot in the course of investigating *The Alphabet Crimes* and before Eddie can

The Big Screen

mutter an obscenity he's on a plane heading west to his old pals Rosewood and Taggart.

Life in Beverley Hills is much the same. Rosewood is more self-assured and there's a new, tough chief of police, but apart from that the millionaire's paradise seems to exist merely for Eddie to pull off yet more amazing scams, such as occupying a house which is being redecorated while its owners are away!

It's not long before he's on the trail of the would-be assassins, led by an illegal arms dealer and his sidekick, the majestic Mrs Stallone, Brigitte Nielsen. If you liked the original you're sure to enjoy the sequel. It's every bit as unlikely, crude, noisy and fast moving as its predecessor — and it's all held together by its star.

Eddie Murphy undoubtedly has it. Madonna, on the other hand, gathers golden discs by the hundred but she's yet to prove herself on the silver screen. We all know the answer to the question **Who's That Girl (PG)** — the question is why?

There's a lot of talk about the wannabes, who wannabe like their heroine, but on this showing Madonna is a wannabe herself. She'd like to be as cute, sexy and anarchic as Marilyn Monroe. Unluckily, she doesn't even come close — at least not in this yuppie nightmare, retold for the teeny-bopper market.

The yuppie in question is lawyer Griffin Dunne, and the nightmare is Nikki Finn (Madonna), fresh from jail and gunning for the hoods who framed her. The story rambles on at a lively pace but most of its virtues are swamped by the ego of its star, who adopts an irritatingly squeaky voice and acts like a spoilt seven-year-old. One for the hardcore wannabes only!

With so many big movies this month there's not much space for the smaller releases, but there's at least one gem to be found, if you follow your own **Private Investigations (18)**.

Joey Bradley's father is a crusading newspaper editor,

about to bust open a drugs ring with a difference — the dealers are all senior policemen! Unluckily, a detective hired by Joey's dad gets bumped off in the boy's



The claws in Madonna's contract.

detail to step up the suspense until you're on the edge of your seat.

In the good old days the closest couples got to physical contact was on the dance floor, but **Dirty Dancing (15)** isn't just a

Eat the Rich: Fiona's Comic Strip.



Dirty Dancing: Cleaning up the act.

filthy foxtrot. Set in 1963 at a snobbish holiday resort, just north of New York, the dance symbolises the simultaneous transition of America, and 17-year-old heroine, 'Baby' Houseman, from innocence to experience.

Ignoring whether or not it was such a crucial era, the film is pleasant enough when it concentrates on period detail and baby's first love with the hotel's dance instructor, who inevitably grew up on the wrong side of the tracks. But the film also wants to be this year's **Flashdance**, so 1963 is



PI: Shades of Danger.

flat, leaving a tape containing vital evidence in the answering machine. Suddenly Joey is the centre of some rather unwelcome attention.

Like classic Hitchcock, **P.I.** takes a slim plot but throws in enough quirky

Freddy's back and he's hungry
submerged by the inevitable shots of aching feet and sweating bodies, plus some decidedly modern-sounding songs.

The movie has been a smash hit in the States, and will probably do well here with the dance fans. But I just couldn't swallow the significance given to what is, after all, just a bit of a bop.

From dance to prima donnas for a bizarre thriller set in two highly artificial worlds — the opera house and a highly-secret transvestite club. **Mascara (18)** is a psychological drama possessing all the melodrama of the musical drama, as a police chief murders a trans-sexual then tries to frame the costume designer lover of his sister.

The film stars Charlotte Rampling, who proves once again what an undervalued actress she is, along with Michael Sarrasin as the policeman, who's feelings for her overstep the bounds of brotherly love. The film should appeal to anybody who enjoyed that other operatic extravaganza, **Diva**.

The final horror for Hallowe'en is **Eat the Rich (18)**, the new feature-length release from The Comic Strip. It's a total gross out attack on everything that anybody holds dear, featuring a gay head of MI5, a brutish Home Secretary who head-butts terrorists (a great performance by ex-stunt man, Nosher Powell), and an unlikely quartet of heroes including trans-sexual Lanah Pellay (they're cropping up everywhere this month) and former Men Only columnist, Fiona Richmond.

By relying on a cast not normally known for their acting ability, such as Motorhead's Lemmy and stand-up comedian Jimmy Fagg, the film has taken a big risk which doesn't really pay off.

VENTURE INTO THE MYSTICAL MEDIEVAL DARK AGES IN

A game that takes fantasy role playing one step further. You will experience all the action as you do real battle with your opponents. To prove yourself worthy of becoming chief wizard you must do combat with horrific monsters and cleverly outwit devious wizards with your spells collected through time.

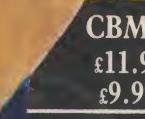
Witness the superb graphics that

set Wizard Warz apart from other strategy games and view through a circular screen that diminishes as your health weakens and makes your goal harder to achieve. See the effect of your spells as they hurtle across the screen in Wizard Warz combining fast moving action with depth of gameplay in a true fantasy role playing game that's a real strategical challenge.

WIZARD WARZ™

Eye of Newt
Blood of Rat

Bring Me The Powers of
Vision & Combat!



screen shot from CBM version



COPYRIGHT 1987
CANVAS SOFTWARE

CBM 64/128
£11.99 DISK
£9.99 TAPE

AMSTRAD
£14.99 DISK
£9.99 TAPE

SPECTRUM
48/128K
£8.99

ATARI ST £19.99

FANTASTIC SOFTWARE TODAY

GOL Media Holdings Ltd., Units 2/3, Halford Way, Halford, Birmingham B5 7AX, TEL 021 355 3388

NEW LOW PRICE ST!



ONLY FROM SILICA

Finally, there's a personal computer that not only solves problems like other computers, but also solves the one problem that other computers have created. Affordability. Silica Shop are pleased to present the ST range of personal/business computers from Atari. The ST was designed utilizing the most recent breakthroughs in semiconductor technology, producing a personal computer that performs tasks with far greater efficiency than it costs to buy. And less to buy. The latest ST computers now include built-in power supplies and built-in disk drives. The TOS operating system and GEM window environment are now on ROM chips which are already installed in the ST keyboard. This enables automatic instant booting when you switch on. Silica Shop are pleased to offer the complete Atari ST range. Our mail order department is situated in Sidcup and we have 3 retail outlets at Sidcup, Lion House (Tottenham Court Rd) and Selfridges (Oxford Street). We have eight years experience of Atari products, longer than any other UK company, and are well established as the UK's No.1 Atari specialist. With a group turnover of over £9 million and in excess of 80 staff, we offer you unbeatable service and support. We provide several facilities which you will find invaluable during your Atari computing life and most of these facilities are available **ONLY FROM SILICA**. We suggest that you read through what we have to offer, before you decide where to purchase your Atari ST.

FREE STARTER KIT - Only From Silica

When you purchase any Atari ST keyboard, you will not only receive the best value for money computer on the market, but you will also receive the following from Atari Corporation as part of the package:

"BASIC Language Disk" "BASIC Manual" "ST Owners Manual" "TOS/GEM on ROM"

If you buy your ST from Silica Shop, you will also receive:

"NEOchrome Sampler - colour graphics program" "1st Word - Word Processor"

In addition, we at Silica would like to see you get off to a flying start with your new computer, so we have put together a special **ST STARTER KIT** worth over £100, which we are giving away **FREE OF CHARGE** with every ST computer purchased at our normal retail prices. This kit is available **ONLY FROM SILICA** and is aimed at providing users with a valuable introduction to the world of computing. We are continually upgrading the ST Starter Kit, which contains public domain and other licensed software, as well as books, magazines and accessories all relevant to ST computing. Return the coupon below for full details.

DEDICATED SERVICING - Only From Silica

At Silica Shop, we have a dedicated service department of seven full time Atari trained technical staff. This team is totally dedicated to servicing Atari computer products. Their accumulated knowledge, skill and experience makes them second to none in their field. You can be sure that any work carried out by them is of the highest standard. A standard of servicing which we believe you will find **ONLY FROM SILICA**. In addition to providing full servicing facilities for Atari ST computers (both in and out of warranty), our team is also able to offer memory and modulator upgrades to ST computers.

1Mb RAM UPGRADE: Our upgrade on the standard Atari 520ST-M or 520ST-F keyboard will increase the memory from 512K to a massive 1024K. It has a full 1 year warranty and is available from Silica at an additional retail price of only £86.86 (+VAT = £100).

TV MODULATOR UPGRADE: Silica can upgrade the 1040ST-F to include a TV modulator so that you can then use it with your TV set. This is an internal upgrade and does not involve any untidy external boxes. A cable to connect your ST to any domestic TV is included in the price of the upgrade which is only £49 (inc VAT). The upgrade is also available for early 520ST computers at the same price.

THE FULL STOCK RANGE - Only From Silica

We aim to keep stocks of all Atari related products and our warehouse carries a stock of over £1 million. We import many software titles direct from the USA and you will find that we have new releases in advance of many of our competitors. Unlike dealers who may only stock selected titles, we have the full range. In addition, we carry a complete line of all books which have been written about the Atari ST. A range as wide as ours is something you will find is available **ONLY FROM SILICA**.

AFTER SALES SUPPORT - Only From Silica

Rest assured that when you buy your ST from Silica Shop, you will be fully supported. Our free mailings give news of releases and developments. This will help to keep you up to date with new software releases as well as what's happening in the Atari market. And in addition, our sales staff are at the end of a telephone line to service all of your Atari requirements. If you purchase an ST from Silica and would like any technical advice, we have a full time technical support team to help you get the best from your computer. Because we have both the staff and the systems specifically dedicated to providing after sales service on Atari ST computers, we are confident that our users enjoy an exceptionally high level of support. This can be received **ONLY FROM SILICA**.

FREE CATALOGUES - Only From Silica

At Silica Shop, we recognise that serious users require an in-depth information service, which is why we mail free newsletters and price lists to our ST owners. These are up to 48 pages long and are crammed with technical details as well as special offers and product descriptions. If you have already purchased an ST and would like to have your name added to our mailing list, please complete the coupon & return it to us. This information service is available **ONLY FROM SILICA**.

FREE OVERNIGHT DELIVERY - From Silica

Most orders are processed through our computer within 24 hours of receiving them. Most hardware orders are sent by the overnight GROUP 4 courier service **FREE OF CHARGE** to customers within the UK. This method helps to ensure minimum delay and maximum protection.

PRICE MATCH - Only From Silica

We hope that the combination of our low prices, **FREE** UK delivery service, **FREE** Starter Kit and **FREE** after sales support, will be enough to make you buy your Atari equipment from Silica Shop. If however, there is something you wish to purchase, and you find one of our competitors offering it at a lower price, then please contact our sales department, providing us with our competitor's name, address and telephone number. If our competitor has the goods in stock, we will normally match the offer (on same product - same price basis) and still provide you with our normal free delivery. Please remember that we are not the only company who will match a competitor's price. However, if you come to us for a price match, you will also be entitled to our after sales service, including free newsletters and technical support. This makes our price match promise rather special, something you will receive **ONLY FROM SILICA**. We don't want you to go anywhere else for your Atari products. So shop at Silica, the UK's No.1 Atari Specialist.

SIDCUP (& Mail Order)

1-4 The Mews, Hatherley Road, Sidcup, Kent, DA14 4DX

01-309 1111

LONDON

Lion House (1st floor), 227 Tottenham Court Rd, London, W1P OHX

01-580 4839

LONDON

Selfridges (1st floor), Oxford Street, London, W1A 1AB

01-629 1234 ext 3914

£260 +VAT=£299

SO MUCH FOR SO LITTLE!

There is nothing that can compare with the incredible value for money offered by Atari's 520ST-FM. For only £260 (+VAT=£299), you can purchase a powerful 512K RAM computer, with a 95 key keyboard (including numeric keypad), MIDI interface, GEM, a palette of 512 colours, mouse controller, and a 512K built-in disk drive. The 520ST-FM has a TV modulator built-in, and comes with a lead to allow you to plug it straight into any domestic colour television set. The mains transformer is also built-in to the keyboard, so there are no messy external boxes. You couldn't wish for a more compact, powerful and stylish unit. Atari ST computers are now firmly established in the UK, there are nearly 500 software titles already available for a wide variety of applications and the list is growing all the time. And that's not all. When you buy your new 520ST-FM (or any Atari ST computer) from Silica Shop, you will get a lot more, including a **FREE** Silica ST Starter Kit worth over £100. Read the **ONLY FROM SILICA** section on the left, to see why you should buy your new high power, low price 520ST-FM from Silica Shop, the UK's No1 Atari Specialists. For further details of the range of Atari ST computers and the **FREE** Silica ST Starter Kit, complete and return the reply coupon below.

ATARI 520ST-FM NOW ONLY £260 (+VAT=£299)

520ST-FM with 512K RAM & mono monitor £399 (inc VAT)

Upgrade from 512K RAM to 1024K RAM £100 (inc VAT)

ATARI 1040ST-F - NEW PRICE

We are pleased to announce a new reduced price point on the 1040ST-F which is now available for only £499 (inc VAT). The 1040 is a powerful computer with 1Mb of RAM and also includes a built-in 1Mb double sided 3½" disk drive. The 1040 has been designed for use on business and professional applications most of which require a high resolution monochrome or colour monitor. It does not therefore have an RF modulator for use with a domestic TV set. Modulators can be fitted for £49 (inc VAT). 1040ST-F Keyboard Without Monitor £499 (inc VAT) 1040ST-F Keyboard + High Res SM125 Mono Monitor £599 (inc VAT)

If you would like further details of the 1040ST-F, return the coupon below.

MEGA ST's NOW IN STOCK

For the user who requires even more RAM than the 520 or 1040 ST's offer, the new MEGA ST computers are now available. There are two MEGA ST's, one with 2Mb of RAM and the other with a massive 4Mb. Both new computers are fully compatible with existing ST's and run currently available ST software. The MEGA ST's are styled as an expandable Central Processing Unit with open architecture and a detachable keyboard. They are supplied with GEM, a free mouse controller and all extras as with the 520 or 1040. Prices are as follows:

MEGA ST 2Mb Keyboard + CPU	£899 (inc VAT)
MEGA ST 2Mb Keyboard + CPU + SM125 Mono Monitor	£899 (inc VAT)
MEGA ST 4Mb Keyboard + CPU	£1199 (inc VAT)
MEGA ST 4Mb Keyboard + CPU + SM125 Mono Monitor	£1299 (inc VAT)

If you would like further details of the MEGA ST's, return the coupon below.

ATARI ST

To: Silica Shop Ltd, Dept CVG 1087, 1-4 The Mews, Hatherley Road, Sidcup, Kent, DA14 4DX

PLEASE SEND ME FREE LITERATURE ON THE ATARI ST

Mr/Mrs/Ms: Initials: Surname:

Address:

Postcode:

Do you already own a computer?
If so, which one do you own?



16bit News



This year's Personal Computer World Show was dynamic proof that 16-bit entertainment is here to stay. Almost all the major games companies had something to boast on the ST, and many had Amiga products as well. Significantly, there has been a marked increase in the number of new ST launches developed specially for 16-bit machines, with 8-bit conversions to follow in some cases but by no means all.

For those of you who were not able to get to the show, here's a run-down of some of the new 16-bit games that were released or announced at Olympia last month.

Activision was showing an early, but already impressive version of ST Enduro racer. Other titles from the U.S. giant and attendant companies **Electric Dreams** and **System 3** included Rampage, Super Sprint, Super Hang On and Firetrap, all coin-up licences.

Also announced was Predator, based on the latest Arnold Schwarzenegger box office smash movie, and two from **Infocom**: Plundered Hearts, specifically written to appeal to female adventurers, and Beyond Zork, a continuation of the mega-successful Zork trilogy.

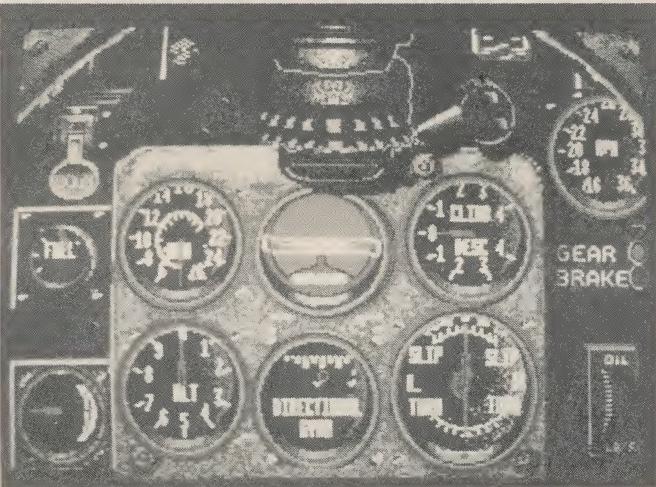
Coin-op freaks everywhere will be delighted to hear that Star Wars, the arcade game, has finally found its way onto the ST, and very good it looks too. **Domark** was confident it would be in the shops soon, as will their latest licensing tie-up, Jeffrey Archer's 'Not a Penny More, Not a Penny Less'.

American veteran **Electronic Arts** was at the show for the first time showing off some of its new releases. One game not on show, was their Ferrari Grand Prix Simulator.

As always, the **Firebird/Rainbird** stand was a hive of activity, not least on the first day of the show when Telecomsoft gleefully announced the signing of Steve Turner and Andy Braybrook, responsible between them for such classics as Avalon, Paradroid and, of course, Uridium. The pair's first two titles for BT will be Morpheus and Magnatron, both of which will be available on the ST "at some time in the future".

Other goodies to look forward to from the Phone Co. include Carrier Command, which is being programmed by Star Strikers Realtime Games (also responsible for the PC versions of Elite and Starglider). Probably the most impressive piece of programming on view at the show, this strategic warfare game features 3D solid filled graphics, mega-fast animation and a vast playing arena.

For all those wondering what Sandy '3D Ant Attack' White has been up to for the past two years,



▲ Spitfire 40 — taking off on the ST ▼

he's been busy getting to grips with the Amiga in order to produce an animated cartoon called 'Dick Special — The Search For Spook', which features a half screen tall Dick Special moving through a full colour, landscape.

Also on the way, for adventure fans, are new releases from **Magnetic Scrolls**, with Jinxter, and **Level 9's**, Time and Magik. Both will be available on the ST and Amiga, before the end of the year.

Sheffield-based **Gremlin Graphics** certainly get the award for the most press releases during the run up to the show — 18 in total. On view, or on paper were variously: Alternative Games, Blood Valley, Tour de Force, Duel Master and Deflector. Gremlin won the C+VG Blue and Yellow (only £11.95 each) joystick award for the flashiest stand at Olympia!

Interceptor Micros, in the

guise of **Pandora**, was showing early versions of two 16-bit projects, Satar and the graphically impressive Galdregion's Domin. Judging by the screen shots and the video demo, both should be well worth looking out for in a few months time.

ST specialists **Microdeal** had a whole host of goodies on show, including a sneak preview of **Goldrunner II** which looks like Goldrunner I only better, faster and with more digitised sounds.

Also being previewed was Tanglewood, an animated adventure, Soccer, Fright Night, based on the hit video of the same name, and Airball Construction Set, with which potential game designers can build and then play their very own isometric Airball game.

Another U.S. company exhibiting for the first time was **Micropose**, products ready for launch include Stealth Fighter, based on a jet fighter invisible to radar, Warriors of Destiny,



Airborne Ranger and the ST conversion of the 1985 hit F15 Strike Eagle.

Mirrorsoft has long had a reputation as one of the country's leading 16-bit publishers with such titles as Defender of the Crown, Sinbad, Fleet Street Publisher and Déjà Vu.

Mirrorsoft is now busily converting a number of their successful 8-bit titles to the ST, PC and the Amiga. These include the evergreen Spitfire 40 (ST and Amiga), Strike Force Harrier (Amiga), both out this year. Future

releases include Mean Streak and Zig Zag, the latest game from Mega-star-programmer and erstwhile train fanatic Tony Crowther.

Another famous name for those familiar with the old Imagine Saga, is Eugene Evans, who is busy putting the finishing touches to his first game for Mirrorsoft entitled The Bermuda Project — an animated graphic adventure set in the infamous Bermuda Triangle.

Mirrorsoft also announced, at the show, that it would be publishing two FTL games before the end of the year. These are the long-awaited Dungeon Master and Qids, both are for the ST only.

Mirrorsoft have a handful of new 16-bit only projects in the production line, including the highly-addictive Obsession, so stay tuned for more details before Christmas.

Novagen, who recently launched the Spectrum version of the evergreen Mercenary, has released Backlash, an incredibly fast ST blaster (see separate review). Due out in the early months of next year, is Damocles (Mercenary II). Set in an imaginary solar system with nine planets and 11 moons, your task is to prevent the asteroid Damocles from colliding with the fifth planet in the system.

Ocean, never very far from where the action is, has announced a number of coin-op licences, most of which will find their way onto the ST in the coming months. These include Gryzar, Combat School and Rastan Saga. On the domestic front, Ocean is set to release the brilliant Head Over Heels for the ST.

Flushed with the success of their combat game Barbarian, the Ultimate Warrior, London-based **Palace Software** has now released the ST version. Plans are also afoot to launch a number of ST titles early in the New Year. These include Rimrunner, "a multi-plane scrolling shoot-em-up with a difference", and Starship, in which "you must pilot a massive starship through the uncharted depths of space".

The Edge is another company moving into the ST arena with the release of Tonic Tiles. Programmed in France, this Breakout clone wipes the floor in the graphics and animation departments, and has to be seen to be believed. Others on the way include Inside Out, Garfield the computer game, Risk the board game and Warlock.

Superior Software were putting the Acorn Archimedes through its paces with **Zarch**, programmed by David Braben, co-author of Elite.

More news on this machine in coming issues.

THE HUNT FOR **RED OCTOBER**



**THE ULTIMATE SUBMARINE
COMBAT SIMULATION**

Based on the Best Selling Book by
TOM CLANCY

Available for

Atari ST, Amiga, Amstrad 1512 pc, Amstrad CPC, Spectrum, Commodore Tape and Disk

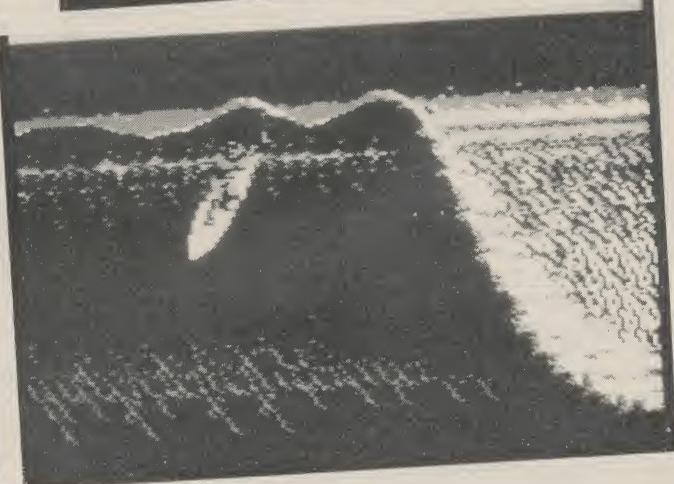
ALL 16 BIT PRODUCTS RRP £24.95, 8 BIT CASSETTES £14.95, DISC £19.95

Argus Press
Software Group

California Games Competition

Okay y'all, we can't promise you a trip to California - Stateside - but we can promise you a chance to take part in Epyx's *California Game* simulation. To find out how good you are at skateboarding, surfing, rollerskating, BMX trials or hacky-sacking (what!) just answer the questions below correctly.

The overall champ will win a Jacket, World Games T-shirt and Sports Bag to keep that lot in. Oh, and of course, a copy of the game for your computer. 20 runners-up will win a copy of the game for the C64, Spectrum and Amstrad.



1. What's the name of the world's most famous Basketball Team?
2. Name two of the players and the Captain of the European team who won the Ryder Cup this year
3. Name the quarter back with the New York Giants, is it:
 - a. Phil Simms
 - b. Joe Montana
 - c. Timmy Metcalfe
4. Is 'The Fridge' a:
 - a. Cinema
 - b. American football superstar
 - c. Garry Williams
5. Who was the first American to win eight gold medals for swimming at an Olympic Games?

Name _____
Address _____

Please send me C64 Spectrum
Amstrad version
My answers are:

1. _____
2. _____
3. _____
4. _____
5. _____

Knightmare

K

nightmare is the brilliant television adventure game now stunning audiences with its technical effects and computer wizardry. C+VG's Deputy Editor, Paul Boughton, visited the television studios to see how the show is put together.

The situation is pretty dire. Brave adventurer Richard Wood faces a grim and sticky end trapped in the stomach of a monster.

"That will teach you to walk down a monster's throat," booms the deep, resonant voice of the mysterious Treguard, dungeon master of Knightmare castle.

The monster's stomach walls are pulsing. Time is running out for Richard. Safe with Treguard, Richard's three advisers are wracking their brains trying to save him.

There are two ways out. One is too ghastly to contemplate, the other is back up the monster's gullet. But how?

Then the solution! Get Richard to rub the monster's stomach with the bar of soap he found earlier. Brilliant! The trick works. The monster feels sick and Richard is ejected from the stomach, ready to continue.

This is the world of *Knightmare*, the brilliantly exciting fantasy adventure game now sparkling like a gem among the dull and tedious programmes being screened on Children's ITV.

Miss it at your peril. This is probably the only truly innovative show on TV right now, involving the problems of an adventure game combined with the graphical and technical wizardry of hugely powerful

computers, drama and special effects.

Anglia TV has made only eight shows and these are now nearing the end of their run. Hopefully, the powers which control television will give the go-ahead for another series.

Those who have already seen the show will probably be itching to get their hands on the Activision/Electric Dreams' computer version of the TV show which should be out soon. But for those who haven't yet been exposed to the magic of *Knightmare*, here is what all the fuss is about.

Teams of adventurers aged between 12 and 14 take up the quest to explore and survive in a computer-created world of fantasy. The aim is to survive for as long as possible — and that may mean over several of the thirty minute shows.

One player from each team of four — the adventurer or Dungeoneer — goes into the dungeon to face the perils and puzzles. He wears the Helmet of Justice which severely limits what he can see. In fact, he can only glimpse the floor. The others stay behind with the Dungeon Master to watch his progress on a television monitor and relay instructions to him by a radio-link.

When I visited Anglia Television in Norwich to see *Knightmare* being filmed, the adventurer was Richard

Wood, 12, and the three advisers were Edward Halliwell, 13, Jonathon Morley and Paul Knight, both 12. The boys all attend Queen Elizabeth Grammar School in Wakefield.

They had survived the perils of the first level of *Knightmare* and had embarked on the second level, having coped with huge scorpions, nerve-fraying skeletal monsters, solved riddles, collected food and cast a few spells.

Knightmare was devised and written by Tim Child whose full-time job at Anglia is a news producer. But it was his interest in computer games from his spell as presenter of *The Soft Spot*, a local computer programme, which sowed the seeds for *Knightmare*. It's taken him two long years to convince the television companies that the *Knightmare* idea

was viable and would attract a devoted following.

He says: "A true role-playing adventure game should never play the same twice. A lot of adventure games are based on mapping and solving a dungeon or some other sort of maze. This just wasn't good enough for a TV series. Once a good team worked out the correct route they would have cracked most of the problems. And worse still, so would the viewers."

"Contestants won't escape from the *Knightmare* dungeon that easily. For a start it's irrational — it keeps shifting and changing. And the perils and puzzles change with it."

This constant change can only be realised by the use of the sophisticated computer trickery. Conventional studio sets would be "too restrictive," says Tim.



- a dream come true

He insists *Knightmare* owes more to computer adventure games rather than straight role-playing games such as *Dungeons and Dragons*.

"I'm a games player", he says, "but not *Dungeons and Dragons*. I played it for half-an-hour once but I don't have five hours to spare. It doesn't fit into my life-style."

He continued: "I admire computer programmers, people such as Steve Turner (*DragonTorc*, *RanaRama*) who do their research properly." He rates Turner's *RanaRama* as far superior to the *Gauntlet*. "My sons reckons I'm the only over-40s arcade champ going."

It is really only possible for a show such as *Knightmare* to appear on television due to the technical advances in computer trickery.

The man behind the graphics is Robert Harris, who spent hundreds of

hours creating the mystical maze and special effects.

In the control room next to the studio he uses two Spaceward Supernova computers to change scenes, control apparitions and the surprises which confront the adventurers. But before you rush out to try and buy a Supernova, you'd better know that they cost around £50,000 each.

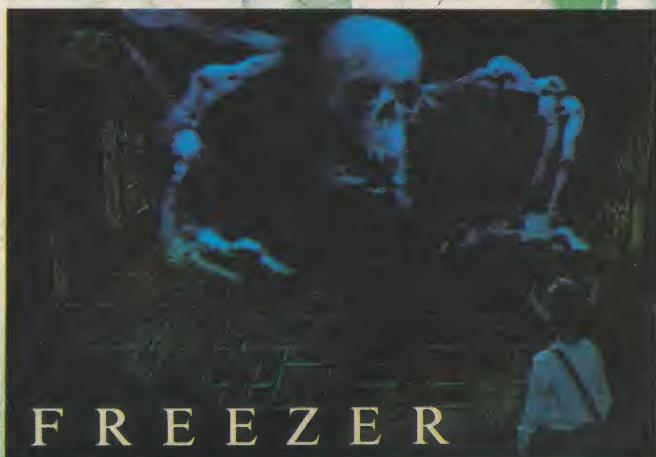
The backgrounds were originally painted by artist Dave Rowe. The pictures were then digitised, ammended, relit and merged on the Supernova. Models of monsters were also made, photographed, digitised and then animated.

When all this is combined with the live action, the effect is breathtaking.

But it is all brilliantly executed illusion. The adventurers never see



The helmet he wears means he can only see the floor. He must rely on his



FREEZER



Treguard are filmed and these shots are later slotted in to the action.

One false move or dodgy advice from the advisers can put the adventurer in deadly peril. One wrong wrong action and the game is over. And the game is for real. The advisers can do what they like. They are not given any warning of what can happen.

As Hugo Myatt, the actor who plays Treguard, says: "My biggest problem is not knowing what the advisers are going to say. It's not just a challenge for them, it's a challenge for the actors as well — we've got to be quick enough to react and respond in the right way."

And that is *Knightmare* — a dream come true for games players. It's a pity that everybody can't have a go.

There are already enough teams to compete in the first series but you could be lucky if the TV chiefs give the go-ahead for another series. And that will only happen if the programme is supported by you.

Knightmare is screened throughout the ITV network on Mondays at 4.45pm.

how the effects are done while playing the game because this would ruin the atmosphere.

A technique known as Chromakey allows all the different elements of *Knightmare* to be merged into what you, the viewer, and the adventurers see.

It works roughly like this. Richard, or the other adventurer, is placed in a studio which is totally pale blue in colour, with various objects or actors, if they are included that particular scene.

advisers totally for help and directions.

In the control room he can be seen on a monitor. On another monitor are the computer graphics, backgrounds, animations, etc. These two pictures are overlaid and it is this united image which is shown to the three advisers. So for them the adventurer actually appears to be in a monster's stomach, stone corridor, or dungeon with hideous monsters and strange creatures. Neat, eh?

In another studio the advisers and



HOLMESOFT

MAIL ORDER DIVISION OF ESTABLISHED RETAILER AND PUBLISHERS

FREEPOST (No Stamp Need In UK)
SEDGLEY, DUDLEY
WEST MIDLANDS DY3 3QY
Tel: 0902-880971

ANY

 PHONE/WRITE
 SAME DAY
 DESPATCH

CHEQUE/P.O./E DRAFT TO: HOLMESOFT.
 C.O.D AVAILABLE (£3 in advance)
 UK P&P INCL. (Add 50p for rec delivery)
 EUROPE ADD 50p PER ITEM,
 ELSEWHERE 75p

SPECTRUM OUR PRICE

SPECTRUM	OUR PRICE	SPECTRUM	OUR PRICE
π²	5.50	Mash/Mash-2	Each 6.50
A Complete Bastard	5.50	Match Day II	(D 0.95) 6.75
6-Pack II	6.75	Mercenary	6.75
720 Degrees	(+39.95) 6.50	Moon Strike	5.50
ACE-2	(128.75) 6.50	Olympic Water Sports	6.50
Action Force	5.50	Outrun	(+3.9.95) 6.50
Adv. Tactical Fighter	6.75	Platfrom	5.50
Apache Gunship	(+39.95) 6.50	Piranha Saga	5.50
Arctic Fox	6.50	Red L.E.D.	6.50
Athena	6.50	Rendage	5.50
Backpack — Kidsplay	6.75	Road Runner	(+3.10.95) 6.50
Bangkok Knights	6.75	Roy Of The Rovers	6.75
Barbarian	(+39.95) 6.75	Rygar	6.50
Big 4 Vol. II	6.75	Scratches De-Luxe	(+3.11.95) 6.50
Bobo-Bob	6.75	Silent Service	(+39.95) 6.50
Bravestra	(+39.95) 6.50	Slaine	5.95
Bubble Bobble	5.50	Solid Gold	6.75
Buggy Boy	5.50	Solomon's Key	6.50
California Games	(+39.95) 6.50	Spitfire	6.75
Chain Reaction	5.50	Star Games II	6.75
Charlie Chaplin	(+39.95) 6.50	Street Basketball	6.75
Combat School	6.50	Super Sprint	6.50
Double, The	8.95	Tai-Pan	5.50
Driller	5.50	Tank	5.50
Elite	6.95	Through The Trap Door	6.50
Elite 8-Collection	6.75	Top Goals	5.50
Enlight, Druid II	(+39.95) 5.50	Track & Field	5.50
Even Star	5.50	Tranter	(+39.50) 6.50
Exodus	5.50	W.C. Leaderboard	(+39.50) 6.50
Fairlight, Legend	(+39.95) 6.50	Wizball	5.50
Football Manager II	(+39.95) 6.50	X-15 Alpha Mission	6.75
Fortress America	(+39.95) 6.75	Zynaps	5.50
Freddy Hardest	5.50		
G. Goch All-Star Cricket	6.75		
G. Linker's Soccer	5.50		
Game Over	5.50		
Game Set & Match	(+31.50) 8.50		
Gauntlet II	(+39.95) 6.50		
Gryzor	5.50		
Guadal Canal	6.75		
Head Over Heels	6.75		
High Frontier	6.75		
Hyper 3	5.50		
Ikar Warriors	5.50		
Indiana Jones	(+39.95) 6.50		
Int. Karate II	6.75		
International Events	6.50		
Jack the Nipper II	5.50		
Judge Death	(D 0.95) 5.50		
Kidnapper	(+314.95) 10.50		
Knightmare	6.75		
Krypton Factor	6.75		
Last Ninja	6.75		
Lucasfilm, 4-Coll	(D 10.95) 6.75		
Magneton	5.50		

100s of £1.99 £2.99 GAMES

BULK DISCOUNTS INVOICES

SPECTRUM BARGAINS

SPECTRUM	OUR PRICE
Big Sleaze	3.99
Bobby Bearing	5.50
Breakthrough	2.99
Buster	3.99
Dandy	2.50
Donkey Kong	3.99
Double Take	2.99
Final Matrix	3.50
Galvan	3.99
Great Escape	4.99
Infiltrator II	4.99
Int. Karate II	2.99
Jack the Nipper II	2.99
Judge Death	(D 0.95) 6.50
Krakout	2.99
Kung-Fu Master	2.99
Mario Brothers	3.99
Pole Position	3.99
Shadow Skimmer	3.99
Shark's Road	2.99
Sold A Million I	3.99
Superbowl	4.99
Werner	2.99

COMMODORE 64 OUR PRICE

COMMODORE 64	OUR PRICE
π²	(D 0.95) 6.50
... Complete Bastard	(D 0.95) 6.75
6-Pack II	(D 0.95) 6.75
Laser Tag	(D 0.95) 6.75
720 Degrees	(D 0.95) 6.75
Last Ninja	(D 0.95) 6.75
Lurkin 4-Coll	(D 0.95) 6.75
Lurking Horror	18.75
Magnatron	(D 0.95) 6.50
Mandrill	(D 0.95) 6.75
Mask/Mask-2 EACH	(D 0.95) 6.75
Mean Streak	(D 0.95) 6.75
Mega-Apocalypse	(D 0.95) 6.50
Messiah	DISC ONLY 14.99
Morphus	(D 0.95) 6.50
N. Mansell Grand Prix	(D 0.95) 6.75
Nineteen	(D 0.95) 6.75
Not Penny More	(D 0.95) 6.75
(+book)	(D 0.95) 10.50
Outrun	(D 0.95) 6.75
PhM Pegasis	(D 0.95) 6.75
Pirates	(D 0.95) 10.95
Proj. Stith Fighter	(D 0.95) 10.95
Quedex	(D 0.95) 6.50
Rastan Saga	(D 0.95) 6.50
Re-Bouter	(D 0.95) 6.75
Red L.E.D.	(D 0.95) 6.75
Renege	(D 0.95) 6.50
Renaissance	(D 0.95) 6.50
Retro	(D 0.95) 6.75
Road Runner	(D 0.95) 6.75
Royer	(D 0.95) 6.75
Scrabble De-Luxe	(D 0.95) 9.50
Shoe It Up Const.	(D 0.95) 10.50
Sight Service	(D 0.95) 6.75
Slain	(D 0.95) 6.75
Smash II	(D 0.95) 6.50
Solomon's Key	(D 0.95) 6.75
Speed Rumbler	(D 0.95) 6.75
Star Games II	(D 0.95) 6.75
Star Paws	(D 0.95) 4.50
Street Basketball	(D 0.95) 6.75
Street Football	(D 0.95) 6.75
Summer Gold	(D 0.95) 6.75
Super Sprint	(D 0.95) 6.50
Tai-Pan	(D 0.95) 6.50
Tank	(D 0.95) 6.50
Through Trap Door	(D 0.95) 6.50
Thunders	(D 0.95) 6.50
Track & Field	(D 0.95) 6.50
Trantor	(D 0.95) 6.75
Twin Tornado	(D 11.50) 7.95
Victory Road	(D 0.95) 6.50
W.C. Leaderboard	(D 0.95) 5.95
Wizard Warz	(D 0.95) 6.75
Wizball	(D 0.95) 6.50
X-15 Alpha Mission	(D 0.95) 6.75

SOFTWARE/ADD-ONS FOR
 BBC/ELECTRON, C16, 4, VCS,
 SEGA, NINTENDO, MSX, QL,
 IBM, SPECTRUM, 3, VIC 20 etc

COMMODORE 64 OUR PRICE

COMMODORE 64	OUR PRICE
Knight Orc	(D 0.95) 10.95
Knightmare	(D 0.95) 6.75
Laser Tag	(D 0.95) 6.75
720 Degrees	(D 0.95) 6.75
Last Ninja	(D 0.95) 6.75
Lurkin 4-Coll	(D 0.95) 6.75
Lurking Horror	18.75
Magnatron	(D 0.95) 6.50
Mandrill	(D 0.95) 6.75
Mask/Mask-2 EACH	(D 0.95) 6.75
Mean Streak	(D 0.95) 6.75
Mega-Apocalypse	(D 0.95) 6.50
Messiah	DISC ONLY 14.99
Morphus	(D 0.95) 6.50
N. Mansell Grand Prix	(D 0.95) 6.75
Nineteen	(D 0.95) 6.75
Not Penny More	(D 0.95) 6.75
(+book)	(D 0.95) 10.50
Outrun	(D 0.95) 6.75
PhM Pegasis	(D 0.95) 6.75
Pirates	(D 0.95) 10.95
Proj. Stith Fighter	(D 0.95) 10.95
Quedex	(D 0.95) 6.50
Rastan Saga	(D 0.95) 6.50
Re-Bouter	(D 0.95) 6.75
Red L.E.D.	(D 0.95) 6.75
Renege	(D 0.95) 6.50
Renaissance	(D 0.95) 6.50
Retro	(D 0.95) 6.75
Road Runner	(D 0.95) 6.75
Royer	(D 0.95) 6.75
Scrabble De-Luxe	DISC ONLY 12.95
Sides Arms	(D 0.95) 6.75
Silent Service	(D 0.95) 6.75
Solomon's Key	(D 0.95) 6.75
Twin Tornado	(D 11.50) 7.95
Victory Road	(D 0.95) 6.50
W.C. Leaderboard	(D 0.95) 5.95
Wizard Warz	(D 0.95) 6.75
Wizball	(D 0.95) 6.50
X-15 Alpha Mission	(D 0.95) 6.75

BARGAIN PRICES
 BUSINESS SOFTWARE FOR
 IBM, C64, AMSTRAD, ST etc

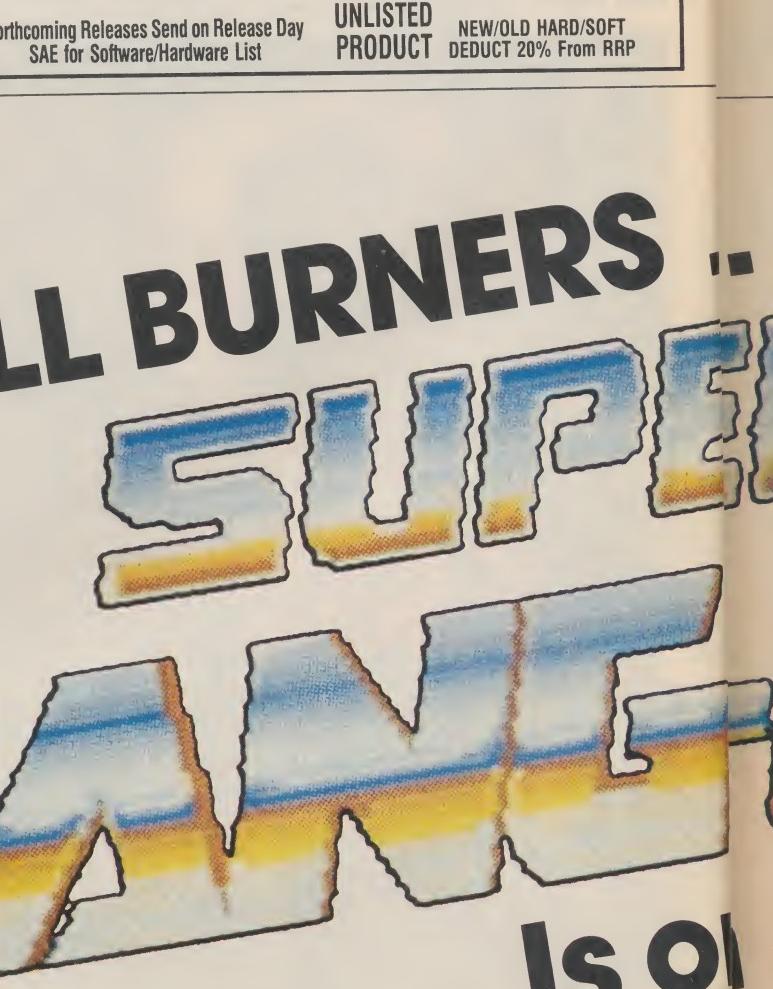
AMSTRAD OUR PRICE

AMSTRAD	OUR PRICE
... A Complete Bastard	6.50
Knightmare	(D 0.95) 6.75
6-Pack II	(D 0.95) 6.75
720 Degrees	(D 0.95) 6.75
Last Ninja	(D 0.95) 6.75
Athena	6.50
Lurkin 4-Coll	(D 0.95) 6.75
Lurking Horror	18.75
Magnatron	(D 0.95) 6.50
Mandrill	(D 0.95) 6.75
Mask/Mask-2 EACH	(D 0.95) 6.75
Mean Streak	(D 0.95) 6.75
Mega-Apocalypse	(D 0.95) 6.50
Messiah	DISC ONLY 14.99
Morphus	(D 0.95) 6.50
N. Mansell Grand Prix	(D 0.95) 6.75
Nineteen	(D 0.95) 6.75
Not Penny More	(D 0.95) 6.75
(+book)	(D 0.95) 10.50
Outrun	(D 0.95) 6.75
PhM Pegasis	(D 0.95) 6.75
Pirates	(D 0.95) 10.95
Proj. Stith Fighter	(D 0.95) 10.95
Quedex	(D 0.95) 6.50
Rastan Saga	(D 0.95) 6.50
Re-Bouter	(D 0.95) 6.75
Red L.E.D.	(D 0.95) 6.75
Renege	(D 0.95) 6.50
Renaissance	(D 0.95) 6.50
Retro	(D 0.95) 6.75
Road Runner	(D 0.95) 6.75
Royer	(D 0.95) 6.75
Scrabble De-Luxe	DISC ONLY 12.95
Sides Arms	(D 0.95) 6.75
Silent Service	(D 0.95) 6.75
Solomon's Key	(D 0.95) 6.75
Twin Tornado	(D 11.50) 7.95
Victory Road	(D 0.95) 6.50
W.C. Leaderboard	(D 0.95) 5.95

ATARI ST OUR PRICE

ATARI ST	OUR PRICE
Airball Const. Kit	18.50
Apache Gunship+	18.50
Auto-Duel	18.50
Banook Knights	18.50
Barbarian (Palace)	14.50
Barbarian (Synopsis)	18.50
Bubble Bobble	14.50
Charlie Chaplin	14.50
Chestnut 2000	18.50
Defender Of The Crown	23.50
Enduro Racer	14.50
F-15 Strike Eagle	18.50
Charlie Chaplin	14.50
Gauntlet II	14.50
Guild Of Thieves	14.50
Head Over Heels	14.50
Impact	14.50
Indian Jones & TOD	14.50
Knight Orc	14.50
Last Ninja	18.50
Moebius	14.50
Precipice	14.50
Football Manager II	14.50
Freddy Hardest	14.50
Head Over Heels	14.50
Impact	14.50
Indian Jones	14.50
Jack the Nipper II	14.50
Judge Death	14.50
Knight Orc	14.50
Int. Karate II	14.50
Jack the Nipper II	14.50
Judge Death	14.50
King Of Cheese	14.50
Knockout II	14.50
Knife Edge	14.50
Landmine	14.50
Leatherman	14.50
Lightning	14.50
Lord Of The Rings	14.50
Monitor	13.50
Mountain	13.50
Mountain 1000	13.50
Mountain 1250	13.50
Mountain Hi-Res Mono.	13.50
Monitor	13.50
Amiga 500, Starter +	189.00
Amiga 804, 80Col. Dot Matrix	189.00
Delux Paint Etch	495.00
A1081, RGB/CGA Col Monitor	369.00
CD-ROM 20M Cassette ONLY	159.00
CD-ROM +	174.00
(Inc Freeze Mahine)	174.00
Neos Mouse + Cheese (C64/128)	28.50
Star NL - 10, Col.	189.00
Dot Matrix Printer	189.00
Atari VCS2600 Game System	47.50
Complete	95.00
SEGA Game System Complete	95.00

ALL OTHER CURRENT PRODUCTS
 20% or more OFF RRP
 HARDWARE, ADD-ONS, BLANKS
 ALL PRICES INCLUDE VAT & POSTAGE
 Overseas £1 Securicor Add £5



SEGA®

Copyright 1987 SEGA Enterprises, Inc. (USA)

SHEKHANA COMPUTER SERVICES



Order by credit line 01-348 2907 (24 hrs)



OUR PRICE	***SPECTRUM***	OUR PRICE	***SPECTRUM***	OUR PRICE	***COMMODORE 64***	OUR PRICE	***COMMODORE 64***	OUR PRICE	***AMSTRAD***	OUR PRICE	*****BBB*****
BUBBLE BOBBLE	5.95 EXPLODING FIST II	6.95 BUBBLE BOBBLE — D1	6.95 MYSTER OF NILE — D1	5.95 SOLOMONS KEY — D2	6.95 CRAZY RIDER — D1	7.95 ARKANOID	7.95	7.50	DELUXE SET	159.95	
BATTLESHPHS	5.95 STAR WARS	6.95 GAME SET + MATCH — D4	10.95 SIDE WIZE — D1	6.70 SOLOMONS KEY — D2	7.50 CONTROL DECK	99.99		7.50	GYROMITE	32.95	
'DRUID II	5.95 NOT A PENNY MORE	12.95 ELITE 6 PACK II — D2	7.95 TRIVIAL PURSUIT — D4	9.95 'DRUID II — D2	6.95 DUCK HUNT	29.95		7.50	TRIVIAL PURSUIT	12.95	
BARBARIAN	7.50 DELUXE SCRABBLE	8.95 'DRUID II — D1	6.95 BOB SLEIGH — D2	7.50 WORLD CLASS L'BOARD — D2	7.50 CODENAME DRUID — D1	7.95		7.50	PAPERBOY (BBC/LEC)	7.95	
IMPOSSABALL	6.95 'OUT RUN	7.50 BATTLESHPHS — D2	7.50 MAGNETRON — D2	6.95 ELITE 6 PACK II — D2	7.95 REV'S 4 TRACK — D3	11.95		7.50	REV'S 4 TRACK	11.95	
SPY VS SPY II	7.50 SOLOMANS KEY	6.95 REVS PLUS — D1	7.50 ACE 2 — D2	7.50 GAME SET + MATCH — D4	9.95						
CONFLICT 1	10.95 MYSTERY OF THE NILE	5.95 'GAUNTLET' II	7.50 TANK	6.95 ELITE — D3	9.95						
MASK	5.95 'GAUNTLET' II	6.95 BARBARIAN — D2	6.95 SLAINE — D2	7.50 RYGR — D2	7.50						
SLAINE	6.95 DELUXE SCRABBLE — DISK	13.95 REVENGE — D2	12.95 KNIGHT ORC — D2	9.95 BATTLESHPHS — D2	6.95						
GAMBLER	5.95 ACE II	6.95 GUNSHIP — D4	7.50 SOLOMONS KEY — D2	7.50 JEWELS OF DARKNESS — D1	9.95 INDIANA JONES — D2	7.50		7.50	CONTRO	99.99	
SUPER SPRINT	7.95 ACE II — 128K	7.50 ATHENA — D2	7.50 JEWS OF DARKNESS — D1	6.95 'BANKOK KNIGHTS' — D2	6.95 FREDDY HARDEST	6.95		7.50	GYROMITE	32.95	
TANK	5.95 RINGWORLD	2.95 STRIKE F. HARRIER	7.50 ATHENA — D2	6.95 FOOTBALL DIRECTOR — D1	6.95 DUCK HUNT	29.95		7.50	DUCK HUNT	29.95	
NEMISES	5.95 STRIKE F. HARRIER	2.95 HEADCOACH	7.50 NINJA HAMPTSTER — D2	7.50 OCP ART STUDIO — D3	6.95 URIDUIM	2.99		7.50	WILD GUNMAN	29.95	
RYGAR	6.95 GRYOZ	5.95 MEGA APOCALYPSE — D2	7.50 INFILTRATOR I+2 — D2	9.95 DEATH WISH III — D2	7.50 EXCITBIKE	29.95		7.50	WRECKING CREW	29.95	
GRYZOT	6.95 DURRELL BIG 4	7.50 TAI - PAN — D2	7.50 WAR GAMES CONS — DISK	14.95 TAI — PAN — D2	6.95 GOLF	19.99		7.50			
RED L.E.D.	6.95 ELITE	6.95 'OUT RUN' — D2	7.50 CARRIER FORCE — DISK	24.95 GUILD OF THIEVES — DISK ONLY	6.95 SOCCER	19.99		7.50			
THEATRE EUROPE	7.50 ANIMALS OF ROME	10.95 WORLD CLASS L'BOARD — D2	19.95 DESTROYER — DISK ONLY	12.95 RENEGADE — D2	6.95 SUPER MARIO BROS	19.99		7.50			
SABATOON II	7.50 BUGGY BOY	5.95 ADVANCE ART STUDIO — D5	14.95 AIRBORNE RANGER — D4	12.95 KNIGHT ORC — D3	9.95 KUNG FU	19.99		7.50			
BATTLE OF BRITAIN	5.95 GAME OVER	9.95 QUEDEX — D2	7.50 DEFENDER OF CROWN — DISK	12.99 ADVANCE ART STUDIO — DISK	19.95 PINBALL	19.99		7.50			
GAME SET + MATCH	10.95 DURRELL 4 VOL 11	7.50 LEADER BOARD	7.50 STEALTH FIGHTER — D4	+ MINI OFFICE II — D4	12.95 CLU CLU LAND	19.99		7.50			
FLUNKY	7.50 LEADER BOARD	7.50 QUEDEX — D2	7.50 + C64 COMPENDIUM	18.95 BASEBALL	7.50			7.50			
WORLD GAMES	6.95 P.A.W.	19.95 *GAUNTLET II — D2	7.50 JEWELS OF DARKNESS — D3	9.95 CALIFORNIA GAMES — D2	7.50			7.50			
WORLD CLASS L'BOARD	6.95 CONVOY RAIDER	6.95 NOT A PENNY MORE	7.50 + EXCELERATOR + (D)DRIVE	155.95 CALIFORNIA GAMES — D2	7.50			7.50			
FREDDY HARDEST	5.95 JACKEL	10.95 COMET GAME	7.50 + 1541 DISK DRIVE	155.95 STAR TREK (AVL OCTOBER)	13.95			7.50			
JACKEL	7.50 SILENT SERVICE	2.95 INDIANA JONES — D2	7.50 + 1541 DISK DRIVE	155.95 SENTINAL	13.95			7.50			
SCALEXTRIC	7.50 'BANKOK KNIGHTS'	2.95 FLUNKY — D2	7.50 + 1541 DISK DRIVE	155.95 PAWN	18.75			7.50			
ELITE TRIO HIT PACK	7.95 GRAPHIC CREATOR	5.95 HYBRID — D2	7.50 + 1541 DISK DRIVE	155.95				7.50			
T.T. RACER	7.95 ADV ART STUDIO — 128KL	18.95 TRACK + FIELD — D2	7.50 + C2N DATA RECORDER	29.95 SUPER MARIO BROS	19.99			7.50			
ARKANOIDS	5.95 10 X 3' DISKS	26.95 BATTLE OF GUADALCANAL — D2	7.50 NEOS MOUSE + CHEESE	29.95 SILICON DREAMS — D3	14.99			7.50			
CALIFORNIA GAMES	6.95 MULTIFACE 128	44.95 ARMAGEDDON MAN — D2	7.50 FREEZE MACHINE	27.95 TANK — D2	6.95 KNIGHT ORC	14.95		7.50			
JEWELS OF DARKNESS	10.95 ***SEGA SYSTEM***	44.95 JACK THE NIPPER II — D2	7.50 + FINAL CARTRIDGE	36.95 OCP ART STUDIO	14.95 SCENARY DISK II	19.99		7.50			
SILICON DREAMS	10.95 SEGA MASTER SYSTEM	44.95 HIGH FRONTIER — D2	7.50 + ACTION REPLAY MK.III	28.95 ADV MUSIC SYSTEM — DISK	22.95 RENEGADE	14.95		7.50			
STARGLIDER	10.95 LIGHT PHASER + CART	44.95 DEATH WISH 3 — D2	7.50 + PHANTOM	28.95 ADV ART STUDIO — DISK	19.95 FLIGHT SIM II	39.95		7.50			
*LAST NINJA	7.50 MY HERO	14.95 THE LAST NINJA — D2	7.50 + PHANTOM	28.95 10 C 3' DISKS	26.95 STARGLIDER	18.75		7.50			
ANIMATOR I	7.95 GHOSTHOUSE	14.95 TRANTOR — D2	7.50 SLIMLINE 64 KEYBOARD	19.95 EXPERT CARTRIDGE + ESM	7.50 TAI-PAN	14.95		7.50			
ENDURO RACER	7.50 TEDDY BEAR	14.95 TRANSFORMERS	7.50 EXPERT CARTRIDGE + ESM	27.95 STAR GLIDER — D3	10.95 *BANKOK KNIGHTS	19.95		7.50			
FOOTBALL DIRECTOR	6.95 TRANSFORMERS	14.95 ONE THE TILES — D1	5.95 BARBARIAN (PYGNOSIS)	19.95 SLAP FIGHT — D2	6.95 TERRAPODS	19.99		7.50			
ROAD RALLY RACER	6.95 SUPER TENNIS	14.95 CALIFORNIA GAMES — D2	10.95 IMPLISION — D2	7.50 HITCHIKERS GUIDE	7.50 J'STICK EXT LEAD	6.95		7.50			
ARTIST II — 48K	11.95 F16 FIGHTER	14.95 F16 FIGHTER	7.50 BISMARCK — D2	7.50 DEFENDER OF CROWN	14.99			7.50			
ADV ART STUDIO	19.95 ACTION FIGHTER	14.95 + MINI OFFICE 11 — D4	7.50 DEFENDER OF CROWN	19.99 2600 CONSOLE	49.95 QUICK SHOT II	7.95		7.50			
WIZBALL	5.95 CHOPFLITE	14.95 + PHANTOM	7.50 DEFENDER OF CROWN	19.99 SUPER ZAXXON	9.99 COMP PRO 5000	13.95		7.50			
RENEGADE	5.95 'OUT RUN'	19.95 GAME OVER — D2	7.50 DEFENDER OF CROWN	19.99 UP N DOWN	9.99 EUROMAX PROFESSIONAL PLUS	18.95		7.50			
GUNSHIP	7.50 BLACKBELT	19.95 RED L.E.D. — D2	7.50 DEFENDER OF CROWN	19.99 STARGLIDER	9.99 SPY HUNTER	15.95		7.50			
SENTINAL	7.50 PRW WRESTLING	19.95 ROCKY	7.50 DEFENDER OF CROWN	19.99 TAPPER	9.99 GHOSTBUSTERS	9.99		7.50			
TAI-PAN	7.50 PRW WRESTLING	24.95 DELUXE SCRABBLE — D3	7.50 DEFENDER OF CROWN	19.99 CHEETAH MACH 1	9.99 CHEETAH 125 +	7.95		7.50			
PAPER BOY	5.95 ROCKY	19.95 SHOOTING GALLERY	7.50 DEFENDER OF CROWN	19.99 GHOSTBUSTERS	9.99 COMP PRO 5000 — BBC	16.95		7.50			
THE TOWN — 128K	9.95 SPY VS SPY II	19.95 SHOOTING GALLERY	7.50 DEFENDER OF CROWN	19.99	9.99 FANTASTIC STICK	6.99		7.50			
ARTIST II — 128K	14.95 WORLD GRAND PRIX	19.95 SECRET COMMAND	7.50 DEFENDER OF CROWN	24.95				7.50			
JACK NIPPER II	7.50 SECRET COMMAND	19.95 SPACE HARRIER	9.95 DEFENDER OF CROWN					7.50			
SILENT SERVICE	7.50 SPACE HARRIER	24.95	9.95 DEFENDER OF CROWN					7.50			
MERCENARY	7.50										

ALSO AVAILABLE ON DISK FORMAT D1=£10.95, D2=£12.95, D3=£14.95, D4=£16.95, D5=£19.95

FOR MAIL ORDER CUSTOMERS/CALLERS: PLEASE SEND CHEQ/P.O. TO:
S.C.S. (DEPT CVG), 655 GREEN LANES, LONDON N8 0QY. P&P INCLUDED IN
UK. EUROPE ADD £1 PER ITEM, ELSEWHERE ADD £2 PER ITEM. ADD £5 FOR
MACHINES FOR P&P (UK ONLY). SEND A SAE FOR FREE LIST
C64/SPEC AMSTRAD/BBC/ATARI/ST/AMIGA/IBM/PCW.
SEGA/NINTENDO/2600.

Please specify computer type.

PERSONAL CALLERS PLEASE PRODUCE THIS ADVERT AT EITHER SHOP
FOR ABOVE DISCOUNTS TO: SHEKHANA AT COMPUTCENTRE, UNIT 5,
221 TOTTENHAM COURT ROAD, LONDON W1R 9AF.
(NEAREST TUBE STN — GOODGE ST.) OPEN 6 DAYS A WEEK
10.00AM — 18.00PM, OR 655 GREEN LANES, LONDON N8 0QY
(NR TURNPIKE LANE STN)
(— ITEMS ONLY AVAILABLE ON MAIL ORDER OR FROM 655 GREEN LANES.
N8 0QY

ACCESS AND VISA CARD ORDERS
01-348-2907 01-340-8565 01-631-4627
CREDIT CARD ORDERS DESPATCHED SAME DAY
SUBJECT TO AVAILABILITY
*ALL NEW RELEASES ARE SUBJECT TO RELEASE DATES
FROM SOFTWARE HOUSES.
PLEASE RING TO CONFIRM AVAILABILITY

on course from



ELECTRIC DREAMS
SOFTWARE

Commodore 64/128 Cassette (£9.99) and Disk (£14.99)
ZX Spectrum 48k/128k/+ (£9.99)

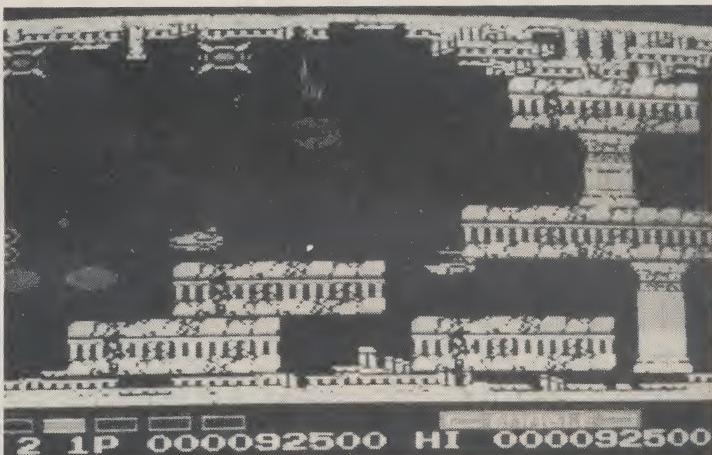
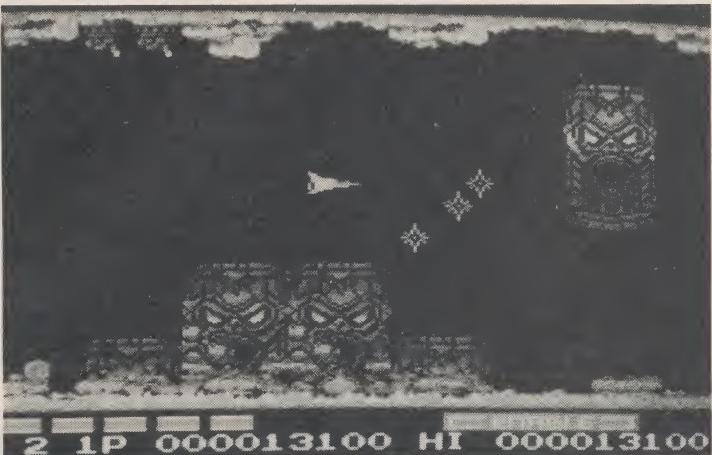
Amstrad CPC Cassette (£9.99) and Disk (£14.99)

Mail Order: Activision (UK) Ltd, Units 3 & 4 Lloyds Close,
Finedon Road Industrial Estate, Wellingborough,
Northampton NN8 4SR. Tel: (0933) 78787

Copyright 1987 Sega Enterprises Inc. (USA). All rights reserved.
Electric Dreams Software. Authorised User.

MEAN MACHINE

TONY TAKOUSHI WILL BE PULLING OUT ALL THE STOPS TO BRING YOU ALL THE LATEST, HOTTEST NEWS AND REVIEWS FROM THE CONSOLE SCENE — NOT ONLY IN THE UK BUT WORLDWIDE. JUST LOOK AT THE GEMS IN THIS ISSUE — AN EXCLUSIVE REVIEW OF NEMESIS PLUS A RED-HOT NEWS ON NINTENDO GAMES COMING SOON FROM THE US/JAPAN. SO STAY WITH C+VG, IT'S WHERE THE NEWS IS!



REVIEWS

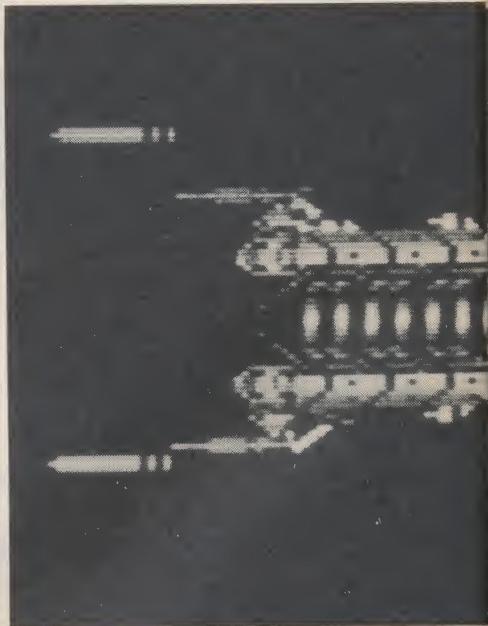
Until now I thought that MSX *Nemesis* was the definitive version. Well it's been topped by the **Nintendo** version.

The Nintendo version has all the elements of the MSX version BUT also has superior graphics and is actually more playable, as the controller has a second button allowing you to choose your weapon without a wild lunge for the keyboard.

The music and sound effects are pretty much the same, but the Nintendo has the edge over MSX.

Konami is planning to release Nintendo carts in the UK from January 1988 onwards, and they will sell for around £20-25.

Nemesis was the first game to follow in the *Defender* style and in many respects was an improvement.



The aim of *Nemesis* is to go from planet to planet, destroying aliens and taking on a mean mothership at the end of each planet.

You can beef up your armaments by shooting complete alien patterns which turn into red pods, if you collect these pods an icon at the bottom of the screen shows which weapon can be chosen.

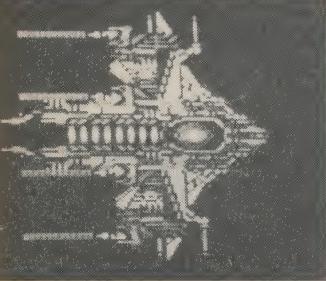
There are six weapons to choose from, speed/missile/double fire/laser/optional extra ship and force field.

Your ship moves left to right against a very smooth scrolling backdrop, there are six planets to work through and the backdrops get ever more colourful and detailed.

They range from mountains to metallic mazes to stoneheads spitting polo rings — these are vicious — at you.

I also discovered an extra life hidden away on level one! I am not sure whether this is in the arcade version, but as with many Japanese games there are usually lots of hidden touches.

The Nintendo version moves along at a hectic pace and is



actually faster than its MSX counterpart.

There are some dynamite games coming up for the Nintendo, and as good as it is, *Nemesis* is barely the tip of the iceberg!

● T.T.'s Thrill Rating

9

NEWS

● The **Nintendo** is the biggest selling games console in the world with around eight million units in use. In Japan it is called the Famicom — Family Computer — and has been around for several years. The time will come when UK software houses will start writing games for the machine — at present Nintendo issues licences for third party software and initial shipouts are said to be around one million units for a new game.

The reason for me spelling out the above is that there is a development system for the Nintendo currently in use. It's the Commodore 64 with an interface board — so those UK Nintendo games could be with us sooner than you think.

● Just when you thought it was safe to switch on your **Nintendo** along comes **Jaws** from the hit movie series! Yes, the monster shark is out to get you yet again!

● All you **Ikari Warrior** fans can sleep soundly at night as we can report that the game should be selling in the UK early next year.

● I love a good session on **Spy Hunter**. The **Nintendo** version is set for the Japanese market and hopefully we will get it soon after!

WIN THE NEW SEGA JOYSTICK!

The only thing wrong with the new **Sega System** is those fiddly control pads! Come on, you've been thinking that for some time haven't you? Don't try to fool me. Well, TAX can answer all your problems. Five C+VG readers' problems at least. Thanks to

Mastertronic we can offer FIVE of these spiffy new **Sega** sticks to the winners of this month's neat mini-competition. To win, all you have to do is answer three simple questions,

fill in the coupon and rush it to *Computer and Video Games*, Sega Joystick Quiz, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Closing date is November 16th. So get cracking! Here are the questions:

1. Which team won the International Arcade Championship at the Personal Computer World Show?
2. Name the manufacturer of the current arcade smash *Afterburner*.
3. Name a member of the US National Video Game Team.

All these answers can be found in THIS issue!

TONY'S TIPS

I am absolutely hooked on *Super Mario Bros* on the Nintendo, but one thing that was really bugging me (as all you SMB fans will appreciate) is that at the end of certain waves there is a mysterious bonus given with either 1, 3 or 6 fireworks going off (each firework gives a 500 point bonus).

After having battled my way

to level 7-4 (WITHOUT warps) and having made 4 pages of notes I finally cracked the thing.

To get the firework bonus you have to time your leap from the tower to the flagpole so that the last digit on the TIME gauge is either a 1, 3 or 6.

TONY'S TOPSCORE CHALLENGE

Reckon you can beat my top scores? Well, here's your chance. I am throwing down the gauntlet to all you video addicts and challenging YOU to a head to head top score battle!

It doesn't matter what games system you own — all I want to know is your top score on your favo game, the level you've reached and any tips or tricks you've discovered.

Each month I'll put the best scores together and pick the winner — who I'll challenge to a battle of the giants at T.T.'s Games Tower in the heart of London!

Send your hi-scores in on the coupon below.



C+VG SEGA JOYSTICK COMP

Name _____

Address _____

My answers are: 1 _____

2 _____ 3 _____

T.T.'s TOP SCORE CHALLENGE

Name _____

Address _____

Game: _____ Machine: _____

Score: _____

SEGA RELEASE SCHEDULE TO NOVEMBER 1987 — UK

HARDWARE

Master System Console Unit	£99.95	August
Light Phaser + Combo Cartridge	£44.95	August
3-D Glasses + Adaptor	£49.95	October

SOFTWARE

My Hero	£14.95	August
Ghost House	£14.95	August
Transbot	£14.95	August
Super Tennis	£114.95	August
Spy Vs Spy	£14.95	August
Choplifter	£19.95	August
Black Belt	£19.95	August
Action Fighter	£19.95	August
Pro Wrestling	£19.95	August
Shooting Gallery	£19.95	August
Fantasy Zone	£19.95	August
Space Harrier	£24.95	August
Rocky	£24.95	August
F-16 Fighter	£14.95	October
World Soccer	£14.95	October
Astro Warrior/Pit Pot	£19.95	October
World War 3-D	£19.95	October
Out Run	£24.95	October
Teddy Boy	£14.95	November
The Ninja	£19.95	November
World Grand Prix	£19.95	November
Zaxxon 3-D	£19.95	November
Enduro Racer	£24.95	November
Quartet	£19.95	Unannounced
Wonder Boy	£19.95	Unannounced
Ghostbusters		Unannounced
Alex Kidd in Miracle World		Unannounced
Rambo		Unannounced
Zillion		Unannounced
Woody Pop		Unannounced
Gangster Town		Unannounced
Great Baseball		Unannounced
Great Ice Hockey		Unannounced
Great Volleyball		Unannounced

SEGA JAPAN/US RELEASES

Great Basketball	August
Great Golf	August
Missile Defence 3D	August
Out Run	August
Alien Syndrome	September
Fantasy Zone 2	September
Monopoly	November

NINTENDO GAMES CATALOGUE — UK

Gyromite	£31.50
Stack-Up	£31.50
Duck Hunt	£28.50
Hogan's Alley	£28.50
Wild Gunman	£28.50
Excitebike	£28.50
Wrecking Crew	£28.50
Mach Rider	£28.50
Golf	£19.99
Baseball	£19.99
Tennis	£19.99
Soccer	£19.99
10-Yard Fight	£19.99
Kung Fu	£19.99
Ice Climber	£19.99

Pinball	£19.99
Clu Clu Land	£19.99
Super Mario Bros	£19.99
Ballon Fight	£19.99
Urban Champion	£19.99
Donkey Kong	£19.99
Donkey Kong Jnr	£19.99
Donkey Kong 3	£19.99
Mario Bros	£19.99
Popeye	£19.99
Gumshoe	£19.99
Trojan	£19.99
Donkey Kong Jnr Math	£19.99
Ninja Kid	£19.99
Chubby Cherub	£19.99
1942	£19.99
Commando	£19.99
Ghosts 'N' Goblins	£19.99

NINTENDO RELEASE SCHEDULE — MAY 1987 JANUARY 1988 (JAPAN/US)

Castlevania	May
Ikari Warriors	May
Family Fun Fitness	June
Athena	July
Double Dribble	July
Legend of Zelda	July
Mighty Bomb Jack	July
Rygar	July
Section Z	July
Solomon's Key	July
Stadium Events	July
Arkanoid	August
Deadly Towers	August
Elevator Action	August
Kid Icarus	August
Legend of Kage	August
Loderunner	August
Metroid	August
Raid on Bungling Bay	August
Spelunker	August
Star Voyager	August
3D Battles/World Runner	August
Goonies Two	September
Kid Niki	September
Makai Island	September
Psycho Soldier	September
Ring King	September
Side Arms	September
Sky Kid	September
Speed Rumbler	September
Spy Hunter	September
Spoon	September
Star Force	September
Stinger	September
Victory Road	September
Winter Games	September
Breakthru	October
Karnov	October
Punch Out	October
Renegade	October
Adventure of Link	November
Aerobics	November
Gotcha	November
Gunsmoke	November
Jaws — The Revenge	November
Top Gun	November
Karate Kid	December

FORMERLY MUSIC BY MAIL

NOVEMBER '87



P.O. BOX 1035, ENFIELD, MIDDLESEX, EN1 1PG

KNOCKOUT PRICES

SPECTRUM

SPECTRUM

COMMODORE

AMSTRAD

ALL OR NOTHING	1.65	KNIGHT LOR	3.50	INDOOR SPORTS	3.50
ARCADE ACTION	1.65	KRAKOUT	3.50	KARATE CHAMP	3.50
ARMAGEDDON	1.65	LIGHTFORCE	3.50	KAYLETH	3.50
BEKEY & THE EGG SNATCHERS	1.65	MERMAID MADNESS	3.50	LEVITATION	3.50
BRAIN DAMAGE	1.65	MIND SHADOW	3.50	LITTLE COMPUTER PEOPLE	3.50
BULLSEYE	1.65	NOW GAMES 1	3.50	MARBLE MADNESS	3.50
CASEY JONES	1.65	NEXUS	3.50	MISSION A.D.	3.50
CASINO ROYALE	1.65	OFF THE HOOK	3.50	MISSION ELEVATOR	3.50
CHEQUEREDFLAG	1.65	PROHIBITION	3.50	NEMESIS	3.50
CHESS	1.65	RIVER RAID	3.50	NOSFERATU	3.50
CHESS THE TURK	1.65	SAM FOX STRIP POKER	3.50	NUCLEAR EMBARGO	3.50
COMPUTER COOKBOOK (2tps)	1.65	SHADOW SKIMMER	3.50	ON COURT FOOTBALL	3.50
CONFUSION	1.65	SHERLOCK	3.50	PANAROID	3.50
COSMIC DANCERS	1.65	STARFOX	3.50	SAMURAI TRILOGY	3.50
CYBER RATS	1.65	THING BOUNCES BACK	3.50	SCOOBY DOO	3.50
DIMENSION	1.65	TOAD RUNNER	3.50	SHANGHAI	3.50
DESTRUCTORS	1.65	TUJAD	3.50	STAR RAIDERS II	3.50
DODO	1.65	THE YOUNG ONES	3.50	VIKINGS	3.50
DOOMSDAY CASTLE	1.65	ZUNAPS	3.50	WONDERBOY	3.50
DRIVE IN	1.65	FIGHTING WARRIOR	3.75	D THOMPSON DECATHLON	3.99
ENIGMA FORCE	1.65	FRANKIE GOES HOLLYWOOD	3.75	AVENGER	4.25
EXTERMINATOR	1.65	PACMAN	3.75	SHAOLINS ROAD	4.25
F.A. FOOTBALL '87	1.65	PITFALL 2	3.75	SUPER HUEY II	4.25
FREEZE' BEES	1.65	SKY FOX	3.75	TAG TEAM WRESTLING	4.25
GOLF	1.65	SPACE SHUTTLE	3.75	PITFALL II	4.95
GREAT SPACE RACE	1.65	MAX HEADROOM	3.75	AUF WIDERSEHEN MONTY	5.25
ICICLE WORKS	1.65	MICRO VALUE (6 GAMES)	3.75	COMPUTER HITS 5	5.25
JOHNNY REB +	1.65	BALLBLAZER	4.25	ELITE HIT PACK	5.25
KILLER KONG	1.65	DEACTIVATORS	4.25	THING BOUNCES BACK	5.25
KRAKATOA	1.65	HOSTBUSTERS	4.25	XEVIOUS	5.25
MISSION IMPOSSIBLE	1.65	GO TO HELL	4.25	ACE 2	5.75
MONEY MANAGER	1.65	HACKER	4.25	FOOTBALLER FO THE YEAR	5.75
MOTHER SHIP	1.65	LIGHT FORCE	4.25	INTERN'L KARATE - DISK	5.75
ON THE OCHE	1.65	MATCH POINT	4.25	MAG MAX	5.75
ONE ON ONE	1.65	THREE WEEKS IN PARADISE	4.25	QUARTET	5.75
ORBITER	1.65	TRAILBLAZER	4.25	ROAD RUNNER	5.75
PANZADROME	1.65	WAR OF THE WORLDS	4.25	TRIVIAL PURSUIT	5.75
THE PYRAMID	1.65	WINTER SPORTS	4.25	WORLD CLASS LEADERBOARD	5.75
PSI GAMES	1.65	BOBBY BEARING	4.50	ARKANOID	7.95
RAPSCALLION	1.65	1942	4.50	BOMB JACK 2	7.95
REALM OF IMPOSSIBILITY	1.65	LASER BASIC	4.50	GAUNTLET	7.95
ROAD RACERS	1.65	COMBAT LYNX	4.95	KONAMI COIN OP HITS	7.95
RUPERT	1.65	RESCUE ON FRACTALUS	4.95	LEADERBOARD	7.95
S.O.S.	1.65	AUF WIDERSEHEN MONTY	5.25	PAPER BOY	7.95
SAM SPADE	1.65	COMPUTER HITS 5	5.25	STARGLIDER	7.95
SCHIZOFRENIA	1.65	METROCROSS	5.25	10TH FRAME	7.95
SLEPPY SID	1.65	NOW GAMES 4	5.25	THEY SOLD A MILLION III	7.95
SNOOKER	1.65	MAG MAX	5.75	WORLD GAMES	7.95
SPECTRUM CHESS	1.65	QUARTET	5.75		
STAGE COACH	1.65	BOMB JACK 2	5.95		
STAR TRADER	1.65	ROAD RUNNER	7.95		
STARSHIP ENTERPRISE	1.65	ELITE	12.95		
SUPERMUTT	1.65				
TIME TUNNELS	1.65				
TIR NA NOG	1.65				
TITANIC	1.65				
UNDERWORLD	1.65				
VALKYRIE 17	1.65				
VIDEO POOL	1.65				
WORLD CUP FOOTBALL	1.65				
XCEL	1.65				
BROAD STREET	2.99				
CODE NAME MATT II	2.99				
ENDURO	2.99				
EUREKA	2.99				
EVIL CROWN	2.99				
FALCON PATROL 2	2.99				
GROWING PAINS OF ADRIAN MOLE	2.99				
HEADCOACH	2.99				
HERO	2.99				
I OF THE MASK	2.99				
MS. PACMAN	2.99				
PRESIDENT	2.99				
PSYTRON	2.99				
SKY RUNNER	2.99				
SPLIT PERSONALITIES	2.99				
TRANS-ATLANTIC	2.99				
BALLOON CHALLENGE	2.99				
TWISTER	2.99				
VIEW TO A KILL	2.99				
VIRGIN ATLANTIC CHALLENGE	2.99				
WAR ON WANT	2.99				
ZOIDS	2.99				
ACE	3.50				
AVENGER	3.50				
BACK TO THE FUTURE	3.50				
BATTLE OF THE PLANETS	3.50				
DRAGONS LAIR II	3.50				
ENDURO	3.50				
EVIL CROWN	3.50				
THE FORCE	3.50				
FRIDAY THE 13TH	3.50				
FUTURE KNIGHT	3.50				
GRANGE HILL	3.50				
GREAT ESCAPE	3.50				
HOWARD THE DUCK	3.50				
HYPABALL	3.50				

COMMODORE

AMSTRAD

F.A. FOOTBALL '87	1.65
ON THE OCHE (DARTS)	1.65
ALIEN	2.99
AMERICAN FOOTBALL	2.99
BOUNTY BOB STRIKES BACK	2.99
G CAPES STRONGMAN	2.99
CHOPPER SQUAD	2.99
CODE NAME MATT II	2.99
ELECTRO FREDDY	2.99
FIGHTING WARRIOR	2.99
FOOTBALL MANAGER	2.99
FRIDAY THE 13TH	2.99
HAUNTED HEDGES	2.99
HERBERT'S DUMMY RUN	2.99
HOME RUNNER	2.99
HUNCHBACK	2.99
INTERNATIONAL KARATE	2.99
JET BOOT JACK	2.99
MANIC MINER	2.99
MASTER OF THE LAMPS	2.99
PRESIDENT	2.99
PUNCHY	2.99
SPLIT PERSONALITIES	2.99
STAR COMMANDO	2.99
STAR GAMES ONE	2.99
SUPERMAN	2.99
VIEW TO A KILL	2.99
ANIMATOR	3.50
ARKANOID	3.50
BARBARIAN	3.50
DANDY	3.50
DECEPTOR	3.50
FUTURE KNIGHT	3.50
GRANGE HILL	3.50
GREAT ESCAPE	3.50
HOWARD THE DUCK	3.50
HYPABALL	3.50
ITS A KNOCKOUT	3.50

ALL PRICES INCLUDE V.A.T. & DELIVERY
WITHIN THE U.K.

IBM

AM/FM TRIVIA 1	7.95
AM/FM TRIVIA 2	7.95
AM/FM TRIVIA 3	7.95
ARCHON	12.95
BOULDERDASH I	7.95
BOULDERDASH II	7.95
FOOTBALL MANAGER	12.95
MIND DANCE	7.95
MUSIC CONSTRUCTION	12.95
PINBALL CONSTRUCTION	12.95
SUPER SUNDAY	12.95

ATARI 400/800

BUG OFF	2.50
CANNIBALS	2.50
DANGER RANGER	2.50
FIGHTER PILOT	2.50
GOLF	2.50
MR DIG	2.50
PENGON	2.50
TUTTI FRUTTI	2.50
BOULDERDASH	2.99
BOULDERDASH II	2.99
FOOTBALL MANAGER	2.99
SUPERMAN	2.99
TRAILBLAZER	2.99
PITFALL II	4.25
SPACE SHUTTLE	4.25
GOLF	1.65
STARSHIP COMMAND	2.50
BLITZDRIEG	2.99
BOZO THE BRAVE	2.99
CATERPILLA	2.99
CYCLON INVASION	2.99
FIVE-A-SIDE SOCCER	2.99
FOOTBALL MANAGER	2.99
GUNSMOKE	2.99
HYPER DRIVE	2.99
INVADERS	2.99
SPACE CAVERNS	2.99
STRATO BOMBER	2.99
SUPERMAN	2.99
SUPER POOL	2.99
TALES OF ARABIAN NIGHTS	2.99
3D BOMB ALLEY	2.99
TREK II	2.99
HEATHROW ATC	3.75
OVERDRIVE	3.75
SMASH'N'GRAB	3.75
TEMPEST	3.75

ELECTRON

PLEASE PRINT YOUR NAME, ADDRESS, GAME(S) REQUIRED, AND FORMAT. ALLOW 21 DAYS FOR DELIVERY

EXPORT CUSTOMERS, PLEASE ADD £1.50 TO COVER POSTAGE, PAYMENT MUST BE IN STERLING.

PLEASE MAKE CHEQUES/POSTAL ORDERS TO **BOXERS MAIL OUT**

AKER

Can you fight your way through ancient Rome, keep an American town free from crime and rescue a spaceship from the grip of an alien army?

Clare Edgeley tries her best while managing to report on the most recent arcade sensation — *After Burner*. It's a game that can quite literally cost you an arm and a leg!!!

AFTER BURNER

Fasten your seatbelt for the ride of your life in Sega's *After Burner*. Guide your plane through war torn skies, loop the loop to avoid enemy missiles, slip right and then hard left to shoot down the enemy planes. The action is there — but can you cope with it?

Following hot on the heels of *Out Run*, Sega has definitely come up with the goods again. Stuffed full of electronics, this fabulous game flings you in four directions to simulate the movement of your jet aircraft. Forward and backward movements are combined with stomach churning jolts to the right and left as your plane dives and wheels through the air, always looking for a new target.

Shades of *Lock-On* creep in. Your sights will enlarge when locked onto enemy craft and this is the time to let loose a deadly homing missile. These are limited, so trigger happy cowboys won't get very far. Your joystick contains a trigger in the handgrip for laser cannons, and on top is the missile button. They are not easily confused, thank God!

Sitting in your bucket seat, the view on screen is of the back of your plane with the enemy aircraft zooming straight towards it. Tiny black dots in the distance grow rapidly into squadrons of enemy jets. Clusters of missiles mushroom at alarming speeds. Instant evasive action must be taken to avoid these, and slipping sideways while looping the loop is one such successful tactic.

There's no time for a breather in the early screens, the planes come thick and fast, and your cannons almost glow from the fire discharged. Flying from one level to another is instantaneous, the only difference being the change in the landscape. The ride is just as hair-raising.

Crashing can be almost as fun as flying, except for the knowledge that your lives are ebbing away. If your jet receives a direct hit,

merely explodes into a ball of flame. However, if it's hit by sharpnel, smoke will pour from the engines and it'll go into a death dive, eventually hitting the ground and ploughing a long furrow before juddering to a halt. There's absolutely nothing you can do to save it, except hang onto your seat as the cabinet finishes shaking.

Level three gives you your first chance to relax as inflight refuelling takes place. A large plane hovers over your jet and a hose snakes down to link into your fuel system. In no time at all it's over and you're back on the beat. If possible the action starts to get more fierce and so much time is taken with dodging missiles that you have little time to shoot down



the enemy as they scream down on you.

It's just as well there's a continue play option because dying is a hell of a lot easier than flying, and keeping alive and in one piece is a

bit of a problem. And you'll find *After Burner* really hits you where it hurts — right in the pocket. At £1.00 a throw, it's not a cheap way of relaxing, if you can call this roller coaster ride relaxation. The problem lies with the machine itself. With so much time and technology spent in designing the game, cabinet and movement the actual machine costs a bomb causing the price per game to rise. It stings, especially when you want 'just one more go' and then realise you haven't even got enough left for the bus fare home. Obviously the price per game depends on the individual arcade owner, and perhaps in the seaside resorts it'll be cheaper. Time will tell.

On with the flight. Level six is a stunner. Having flipped quite happily from scene to scene with no trouble, to find yourself in a maze of rocks is a disaster. Freedom of the skies is a phrase of the past. There's only one way to go, and that's to follow the passage. I felt the need for a brake pedal at this point! To hurtle down a passage, never knowing when the next bend is going to appear, or indeed how sharp it'll be, is a terrifying experience.

Suddenly you're out in the open and the joy of being able to zoom up into the skies! More planes scramble into attack, enemy missile cover is even heavier and then the sirens start to wail. Red lights flash on inside the cabinet. I thought they were just there for decoration. The sound breaking out from all sides fills you with urgency.

Words can't do *After Burner* justice — you'll just have to give it a shot. Though the price is a real pain, stake a couple of quid on it and go for the flight of your life.



AVE CHAKRON

LINDSAY.

XENOPHOBE

A *Xenophobe*, according to the dictionary, is a person with a morbid dislike of foreigners. I suppose that could include aliens too.

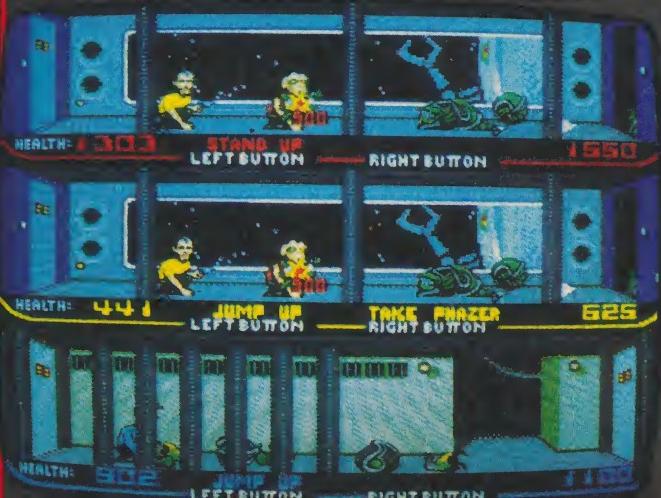
Bally Midway's *Xenophobe* is a three player game and is a straight take-off of the movie *Aliens*. The screen is split horizontally into three and each narrow section scrolls from left to right. As new players join in, their respective sections burst into life. At ten pence a go, it's got to be one of the cheapest games around.

The idea of the split screen is nice, though it's not entirely successful — the playing areas are too narrow. In fact, I found the whole game distasteful — from the squelching, slurping sound of the aliens, the slime dripping off the walls, and the eggs which hatch as you pass through the incubating rooms. Graphically, the artists have done a good job, the aliens look act and move as they do in the film. Yuk!

You can actually band up with your fellow players and blast away in harmony. If you should end up in the same room as one of your partners, both your characters will appear on your respective screens. That way, if one of you should lose your weapon, the other will be able to keep the aliens at bay.

The whole idea of the game is to rid the spaceship of aliens and pick up valuable hardware to activate the ship's computers. Or so it says in the instructions. I found lots of hardware, but didn't even get a peek at a computer. Each time an alien grabs you, your life points decrease, though you can pick up objects to restore them to healthier levels. Watch out, though, for poisonous potions.

Picking up objects can be a pain. Your joystick is equipped with a trigger for your gun and two thumb buttons. One button makes your character stand up or crouch.



down, the other lets him pick up objects. To pick something up, you've got to first crouch and then press the other button. When you've got hoards of disgusting aliens flinging themselves at your throat, it's not always easy to remember which button does what.

If you've seen the film, you'll remember the eggs in the incubation rooms and how tenacious the baby aliens are. And you'll also remember how full size aliens just launch themselves at you with teeth bared. The same happens in the game. Larger aliens leap across the room at you and the little monsters leap onto your legs for a good chew.

Your gun is of some use against the eggs and younger monsters, but the older ones are more tenacious, and several shots will be needed to kill them. Unfortunately, you rarely have time to fire several shots. By the time one's dived for your throat, you'll have dropped your gun. If there isn't time to pick up again, you'll have to go unarmed for a while until you find another one. Luckily, there are lots around and getting hold of a new one isn't too much trouble.

Always stand up if you want to move quickly, crawling along the ground is painfully slow. The only way to get through a room quickly is to jump through it. At least this way you can jump over any lurking aliens as well.

I wouldn't recommend *Xenophobe* to anyone. It's not that I'm squeamish, in fact I enjoyed the film, but I find the game unenjoyable and distasteful.

APB

APB — All Points Bulletin — is a whacky and humorous cartoon style game from Atari.

First, the practice run. Prove what a dab hand you are at playing the cap by 'apprehending' a load of traffic cones. To do this, whizz round a circuit and when a cone appears 'apprehend' it by touching it with your siren sights. These appear when you touch the siren button and sit some way in front of your patrol car. This way you avoid collisions with other cars. In fact, should you collide, you'll be given demerit points.

So, put yourself in the shoes of a bumbling American cop and see how much mayhem you can cause to the unsuspecting civilians of Yupperville. Your first task on Day one is to dole out tickets to carloads of hippie litterbugs as, with not a care in the world, they whizz round in their pink cars.

Using your siren sights, move up behind them and crease up at the verbal GBH they give you. The quality of speech in *APB* is excellent. And when the other characters aren't yelling at you, speech bubbles with unprintable ('\$!) abuse appear.

The hippies are fairly easy targets for the first day, though there are a set number to catch and there's not much time. Especially when you keep getting run over by trains on the level crossing.

Hunger pangs grab you around mid-day and it's time to pull over for a doughnut. These delicious morsels slide into the path of passing cars and you must time it to run over the doughnut as it makes its brief appearance. Bonus time is given for every doughnut you chomp.

You need the armour protection when you trifle with Freddy Freak on Day 2. Unfortunately, you can't pick up a gun until Day 4, but that doesn't stop Freddy throwing sticks of dynamite your way. Your brief is to ram him off the road and take him to the station for interrogation. Easier said than done.

Back at the station, they're not pleased. How the hell are you to arrest Sid Sniper, Hans Oop and Fakie if you can't deal with an old snitch like Freddy Freak. The other cops aren't sympathetic and you're shown a great cartoon of them dragging you out of your car, giving you a couple of whacks and chucking you into a trash can. Nice friends you've got!

Later scenes are crammed with jobs for the day. You've still got the



litter louts to contend with, but on top of that, there are loads more jobs to be done. And apprehending the villains is no easy job.

APB grows on you. It can be hilarious and, at times, utterly frustrating. There's masses going on, the cartoon graphics are great and the speech amongst the clearest I've heard. So if you hanker after a spot on the beat, turn on your siren and give it a whirl.



G-TEN LIMITED

THE Mail-Order Software House



	Tape	Disc		Tape	Disc	ATARI ST		Our Price
AMSTRAD	7.25	11.25	STARGLIDER	11.75	14.50	ULTIMA III		19.25
EXPRESS RAIDERS	7.25	11.25	GUNSHIP	11.75	14.50	BALANCE OF POWER		24.25
ENDURO RACER	7.25	11.25	TRANTOR	8.25	12.25	BUREAUCRACY		29.25
PULSATOR	6.50	11.25	DESTROYER	N.A.	12.75	THE PAWN		23.25
LEVATHAN	6.50	11.25	RENEGADE	6.75	10.50	HACKER		23.25
METROCROSS	7.25	11.25	ARKANOID	6.75	N.A.	STAR GLIDER		23.25
MAG MAX	6.50	11.25	FIRETRACK	7.50	12.25	SUPER HUEY		17.75
PROHIBITION	7.25	11.25	ROMULUS	6.50	N.A.	STRIP POKER		17.75
WORLD GAMES	7.25	N.A.	TEMPLE OF APASHI	7.50	N.A.	THUNDER		37.25
BARBARIAN	7.25	N.A.	LAST MISSION	8.25	12.25	SILENT SERVICE		22.75
KINETIC	6.50	10.75	MEGA APOCALYPSE	7.50	12.25	STRIKE FORCE HARRIER		17.25
INDIANA JONES	8.25	12.25	STARFOX	8.25	12.25	KARATE MASTER		10.75
TOP GUN	6.50	N.A.	SPY VS SPY III	8.25	12.25	TRAIL BLAZER		19.25
BATTLESHEIPS	6.75	12.25	CONFLICTS II	8.25	12.25	ARKANOID		11.25
MARBLE MADNESS	6.75	12.25	BLITZKRIEG	8.25	12.25	XEVIOUS		19.25
GAUNTLET	6.75	11.75	DEATHWISH III	8.25	12.25	TURBO GT		12.25
THEY SOLD A MILLION 3	7.25	11.25	STARFOX	8.25	10.75	STAR RAIDERS		13.25
TRANTOR	8.25	12.25	MEGA APOCALYPSE	6.75	10.75	GAUNTLET		22.25
RAVENSKULL	6.75	12.25	STAR RAIDERS II	8.25	12.25	KNIGHT ORC		17.25
RENEGADE	6.75	12.25	LAST MISSION	8.25	12.25	AMIGA		
HEAD OVER HEELS	6.50	12.25	MEGA APOCALYPSE	8.25	12.25	ULTIMA III	19.25	
SHAO LIN'S ROAD	6.50	12.25	PAPERBOY	7.25	10.75	BALANCE OF POWER	24.25	
PAPERBOY	6.50	11.25	REPTON 3	7.25	9.75	WINTER GAMES	19.25	
LIVING DAYLIGHTS	8.25	N.A.	KONAMI COIN-OP HIT	7.25	11.25	BUREAUCRACY	29.25	
F-15 STRIKE EAGLE	8.25	13.25	STRYKERS RUN	6.75	N.A.	DEJA VU	24.25	
STAR RAIDERS II	8.25	13.25	RAVENSKULL	6.75	9.50	THE PAWN	23.00	
TENSION	8.25	13.25	YIE AR KUNG FU II	7.25	11.25	GRAPHICRAFT	45.75	
WIZBALL	6.75	12.25	FLYTRACK	7.50	12.25	TEXT CRAFT	45.75	
CATCH 23	6.75	12.25	TOP GUN	7.25	12.25	SILENT SERVICE	19.25	
CHAMP. WATERSKIING	8.25	12.25	IMOGEN	6.50	10.50	WORLD GAMES	19.25	
LEADERBOARD	6.75	10.75	GRAND PRIX CON SET	7.25	9.75	STRIP POKER	16.25	
			STARZAN	7.25	10.50	STAR GLIDER	19.75	
			STARQUAKE	7.25	9.75	BARBARIAN	22.25	
			HARDBALL	6.50	10.50	HARDBALL	17.25	

Send £1.00 (inc P&P) for our catalogue — redeemable on your first order. Please specify computer.

Add 75p P&P per item (inland/BFPO only). European (inc N.I/Eire)

ADD £1.50 P&P per item. Elsewhere add £2.50 P&P per item.

Make cheques or postal orders (sterling) payable to G-TEN LIMITED.

Send your orders to: G-TEN LIMITED
DEPT C+VG 11
FREEPOST (no stamp needed in UK/BFPO)
146/150 COMMERCIAL STREET
LONDON E1 6BR
ORDER CARD LINE TEL:
01-377 2630 (24hr Answerphone)

C64/128	Cass	Disk	AMIGA	ATARI ST
Ace II	7.25	11.20	Barbarian	18.95
Adv. Art studio	19.95		Brian Clough Ftbl	18.95
Airborne Ranger	11.20	14.95	Defender of the Crown	22.95
Armageddon Man	9.75	11.20	Flight Sim II	37.95
Athena	6.55	—	Goldrunner	18.95
Bangkok Knights	7.25	11.20	Guild of Thieves	18.95
Battleships	7.25	11.20	Hardball	18.95
Bismark	7.25	11.20	Holywood Strip Poker	14.95
Black Magic	7.25	11.20	Karate Kid II	18.95
Btl Guadalcanal	7.25	11.20	Night Orc	14.95
Bubble Bobble	6.55	—	Roadwar 2000	18.95
B24	11.20	14.95	SDI	22.95
California Games	7.25	11.20	Silent Service	18.95
Druid II	7.25	—	Sinbad	22.95
Elite 6 Pack II	7.25	11.20	Starglider	18.95
Epyx Epics	7.25	11.20	Stationfall	22.95
Exolon	6.55	9.75	Super Huey	14.95
F15 Strk Eagle	7.25	11.20	Uninvited	22.95
Game Set Match	9.75	13.50	Winter Games	18.95
Gryzor	6.55	—	World Games	18.95

Mail Order
Software service
for
Britain

WORLDWIDE
SOFTWARE

Europe, Middle East
USA, Africa
Australia and many
other countries

C64/128	Cass	Disc	C64/128	Cass	Disk	C64/128	disk
Gunship	11.20	14.95	Solomons Key	7.25	11.20	Defender of the Crown	11.20
High Frontier	7.25	11.20	Star Games II	7.25	14.95	Flight Sim II	33.95
Implosion	7.25	11.20	Stealth Figher	11.20	14.95	Geflybus	24.95
Indiana Jones	7.25	11.20	Star Baseball	7.25	11.20	Guild of Thieves	14.95
Infiltrator 1+2	7.25	11.20	Star Basketball	7.25	11.20	Hitchhikers Guide	19.95
Kill Until Dead	7.25	11.20	Subbatte Sim	7.25	11.20	Holywood Hi Jinx	19.95
Knight Orc	11.20	12.20	Super Sprint	7.25	11.20	Leather Goddess	19.95
Last Mission	7.25	11.20	Tai Pan	6.55	—	Moebius	14.95
Last Ninja	7.25	11.20	Trantor	7.25	9.25	Ogre	14.95
Mask	7.25	11.20	Wargame Cst Set	11.20	14.95	Panzer Grenadier	19.95
Mean Streak	7.25	11.20	Wargame Greats	11.20	14.95	Phantasia II	14.95
Mega Apocalypse	6.55	9.75	World Ccls Lbd	7.25	11.20	Portal	19.95
Mini Office II	12.75	14.95	XOR	7.25	9.75	Realms of Darkness	14.95
Morpheus	6.55	9.75	X15 Alpha Miss	7.25	11.20	Reb Chickamauga	19.95
Pirates	11.20	14.95	DISK ONLY			Stationfall	19.95
Quedex	7.25	11.20	Alt Reality II	14.95		The Pawn	14.95
Red L.E.D.	7.25	9.95	Autoduel	14.95		Ultima I/II/IV	14.95
Renegade	6.55	9.75	Battle Cruiser	19.95		Up Periscope	28.95
Scary Monsters	5.95	9.75	Carriers at War	14.95		USAFA	23.95
Shoot Const Set	11.20	14.95	Colonial Conquest	19.95		War in S Pacific	19.95
Silent Service	7.25	11.20	Destroyer	11.20	7.99	10 1/4" Blank Disk	7.99

All price include postage and packing in UK. Overseas orders please add £1.00 per cass/disk for AIR MAIL delivery. Send SAE for catalogue and new releases (please state machine type i.e. Spectrum, MSX, BBC etc.)

Credit card orders welcome by phone or letter.

Cheques and postal orders payable to



WORLDWIDE SOFTWARE
1 Bridge Street Galashiels TD1 1SW
Tel: 0896 57004



NATIONAL COMPUTER LIBRARY

Hire Software Before You Buy It

- ◆ NOW UNDER new management
- ◆ OVER 8,000 different titles available for hire for the COMMODORE, SPECTRUM, ELECTRON, BBC, AMSTRAD all models, ATARI, and MSX computers and now ATARI ST.
- ◆ ARCADE, ADVENTURE, EDUCATIONAL and BUSINESS software too.
- ◆ HIRE PRICES from only £1.00 INC. P&P.
- ◆ 20% DISCOUNT off all purchase software.
- ◆ LIFE MEMBERSHIP £6.00. Hire your first title FOC.
- ◆ FREE CATALOGUE.
- ◆ FAST RETURN OF POST SERVICE (if reserves are given).
- ◆ ALL GAMES manufactured ORIGINALS with full documentation.
- ◆ LARGE DISCOUNTS ON ALL PURCHASES for members.
- ◆ UP TO 65% OFF software, regular sales lists sent to all members.
- ◆ Full computerised system keeps track of your order. We pride ourselves in being the most professional Hire Library in the United Kingdom, with experienced staff who know what the word service means.

Send large S.A.E. now for free catalogue.

NATIONAL COMPUTER LIBRARY
1 Walkers Road, North Moons Moat, Redditch 139B 9HE 0527 591450

CVG

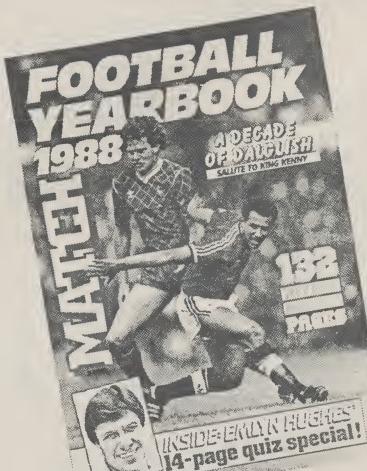
NAME

ADDRESS

COMPUTER MODEL

FOR SOCCER FANS EVERYWHERE ...

Britain's up-to-date football weekly is delighted to bring you the Football Yearbook 1988. 132 jam-packed, action-filled pages to inform you, entertain you, amaze you and make you think!



In the shops NOW or order direct from MATCH SHOP Yearbook Offer; 14 Holkham Road, Orton Southgate, Peterborough PE2 0UF. (Please allow 21 days for delivery).

Please send ... Football Yearbook (s) @ £2.95 each inc. p+p.
I enclose a cheque/PO for £ ... made payable to Match.

Name

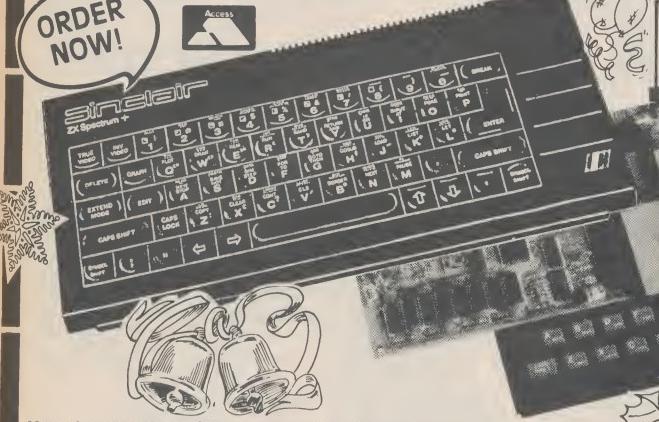
Address

Postcode

(CVG)

NOW AVAILABLE – the official Spectrum Upgrade!

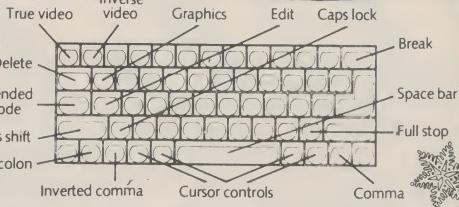
Turn your Spectrum into a Spectrum + for just £24.95



- Professional full-size keyboard
- Includes 17 extra keys.
- Responsive typewriter-style action.
- Accepts all current Spectrum software and peripherals.

+ £1.50 p + p

ACCESS WELCOME



The official Spectrum Upgrade. Naturally your upgraded computer will accept all the peripherals in your Sinclair system - Interface 1, Microdrives and so on - as well as all Spectrum software.

Just as important, new Spectrum software and peripherals will be designed with the Spectrum + in mind. So the Sinclair upgrade adds **stylish looks, new capabilities** ... and new potential for the future.

Here's some exciting news for Spectrum owners ...

the official Spectrum Upgrade Kit. The Upgrade has everything you need to turn your Spectrum into the stylish new Spectrum+. You don't even need an understanding of electronics, just the ability to solder a few wires together! The leaflet in the kit gives clear, step by step instructions. If you're not sure about doing it yourself, don't worry. Simply return your 48K Spectrum to us and for £31.90 + £1.50 p + p we'll upgrade it for you.

The bigger, better Spectrum keyboard

The Spectrum + measures 12½" x 6". It has a large typewriter-style keyboard, with hard, moulded keys. You'll find the new keyboard has a smooth, positive action - ideal for touch-typing, word processing, simulation programs, and extended programming sessions. Two retractable legs give a **perfect typing position**. There are 58 keys in all, including 17 new keys. Programmers will be pleased to see dedicated punctuation keys, a space bar, and separate shift keys for graphics and extended modes. And a reset button allows you to clear a program from your computer's memory without disconnecting the power supply.

HOW TO ORDER BY MAIL

1. If you require us to do the upgrade for you please send £31.90 + £1.50 p + p. Total £33.40.
 2. Should you require the do-it-yourself kit just send £24.95 + £1.50 p + p. Total £26.45.
 3. If you require your Spectrum to be repaired and upgraded to a Spectrum Plus we have a special offer price of just £50.00 complete.
- Orders can be placed by using your Access Card on the numbers below.

Access

Videovault Ltd.

Upgrade Dept. 140 High Street West, Glossop, Derbyshire SK13 8HJ

Tel: 04574-66555/67761 Head Office & access orders.

Manchester 061-236 0376 while you wait repair centre only.

© Copyright Videovault Ltd. No. 789003

TELE-GAMES

Europe's Largest Stock Of
Video Games & Cartridges
100s of cartridges for —



INTELLIVISION



SPECIAL PRICE
£59.95* with
2 FREE GAMES —

DONKEY KONG and
SMURF

.....STOP PRESS.....
2 NEW COLECO
GAMES ARRIVING
SOON
* Plus £3.00 P&P

WICO JOYSTICK
FOR



£15.95

PLUS
£1.00
P&P

Nintendo
IN STOCK NOW
(Trade welcome)

Send for lists (state make of game) to
TELEGAMES, WIGSTON, LEICESTER, LE8 1TE
(0533-880445)

400/806

LOOK

NOW

XL/XE

ST

ATARI OWNERS

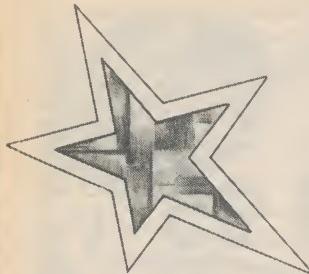
Are you having difficulty finding suitable software. If so, then look no further. We have available for both **hire** and **purchase** one of the largest selections of both UK and American titles to choose from. Games and Utilities for all ages. Hardware and add-on utilities at discount prices and special deals regularly being offered. If you would like further information please send a large s.a.e. to:

CHARNWOOD PRODUCTS AND GAMES
30A Warwick Avenue, Quorn, Loughborough
Leicestershire LE12 8HD
Tel: 0509 412604



What ARE they playing ?

© MIRRORSOFT 1987



AKCade ACTION!

BATTLEFIELD

Modern day space traveller versus Roman Centurions is the theme for SNK's *Battle Field*. And battle it is, every step of the way.

Battle Field is a straight shoot-out with tribes and armies from several historical eras. Equipped initially with a laser rifle, you must shoot your way through each level, to rescue a lost time warrior.

The Romans are first on the list and advance towards you in formation, shooting arrows with haphazard frequency and using their shield to deflect your shots. Dodge the rain of arrows, and try to nip round to the Romans' unguarded sides. Shooting straight at their shields wastes time and effort as several hits are needed before they explode with a satisfying thunk.

This first scene is inside a palace of some sort with the Roman's running riot. Arrows fly from all directions, and kill instantly. Bumping into the skurrying armies isn't much help either, one touch and you're dead. Your best mode of defence is to pick up a new weapon when dropped by a dying Centurion. Why Roman guards should be carrying space age weapons is anyone's guess, but they're useful all the same, whether they emit long range laser bolts, or a fan of machine gun fire.

As you move on through the palace you'll notice a strange un-Roman object glowing in a corner. Hop into that and you'll be transported instantly to another time and place. If you leave it you'll come up against an Egyptian God,

which is a huge sprite blocking the exit. It throws pulsating green balls at you which are fairly easy to dodge, but you've got to hang on in there to kill it. Lots and lots of shots are needed before it too explodes, and if you've got a super-weapon the job's made that much easier.

Next you've got to shoot out a block of palace wall to escape to the outside and more skirmishes with the Romans amongst boulders and greenery.

Had you stepped into the space craft you would have found yourself in a more modern era, up against a conventional army equipped with ordinary guns and just as lethal ordinary bullets. The game play is much the same, as you thread your way carefully through this smoothly scrolling landscape.

If it hadn't been for the continue play facility I'd have given up in disgust. That would have been a pity because *Battle Field* is entertaining and there must be an easier way to get rid of the obstacles at the end of each level.

Once the tank disintegrated in on itself, a stunned and bemused lost time warrior emerged. One down and lots more to go.

You're instantly transported through time to another era – this time Primitive Age in which early man is armed with guns and backed up by troops from this century. All very amusing, but I think SNK has got its historical facts in a twist.

Battle Field isn't going to shake the world but it's no walkover and offers quite a challenge.



UK COIN-OP HIGH SCORES HALL OF FAME

Nemesis	1,195,500	Paul Ashworth, Plymouth, Devon
TX-1	289,000	G Whittingham, Birmingham
Road Runner	2,000,000	U.S., Bristol
Gauntlet	5,867,911	Jeremy Walt, Cornwall
1942	12,673,430	Bigs, Farnworth, Bolton
Marble Madness	208,340	Martin Deem, Hants
Return of the Jedi	2,250,310	Martin Deem, Hants
Do Run Run	1,605,100	Adam Mastromarino, Bristol
Star Force	3,315,000	R Jones, Star Games, Dyfed
Buggy Boy	103,200	Peter Huesken, Holland
Super Mario Bros.	2,702,800	Martin Deem, Hants
Hang On	49,658,320	Martin Deem, Hants
Commando	1,600,320	Bev, Farnworth, Bolton
Choplifter	2,938,810	Raz, Hove, Brighton
Bomb Jack	16,424,000	Matti Javelin, Finland
10 Yard Fight	480,050	Brett Caines, Bristol
Track & Field	7,899,500	Nick Roberts, London
Tazzmania	2,300,000	Gary Spencer, I.O.W.
Robotron	368,950,000	P Coles, Cardiff
Pole Position	110,545	Matthew Bryden, Kent
Pac-Man	6,400,000	Darren Hall, Romney Marsh, Kent
Mr Do	10,000,000	Peter Huesken, Holland
Mr Do's Castle	679,720	Lee Taylor, Lancs
Elevator Action	149,000	Peter Huesken, Holland
Dragon's Lair	993,920	Lee Taylor, Lancs
Defender	2,000,000	Gary Spencer, I.O.W.
Flying Shark	1,011,810	Gavin Davies, Swansea, W Glam
Flicky	9,990,990	Neil & Steve, Farnworth, Bolton
Arian Mission	2,213,790	Phil, Farnworth, Bolton
Haley's Comet	1,574,000	Paul Clare, Leicester
Legendary Soldiers	652,000	Pete, Farnworth, Bolton
SkyKid	496,000	Bev, Farnworth, Bolton
Pinball Action	2,400,180	Andy, Farnworth, Bolton
Soldier of Light	1,832,640	Paul Benford, Kettering
Psycho Soldier	182,200	M Hylands, Starburst, Bridlington
Psychic 5	2,746,100	N Watson, Starburst, Bridlington
Turbo	13,945	S Morley, Starburst, Bridlington
Side Pocket	48,500	P Bolton, Starburst, Bridlington
Dark Mist	38,660	P Bolton, Starburst, Bridlington
Top Secret	40,170	M Hylands, Starburst, Bridlington
Exeriser	84,100	Zak, Starburst, Bridlington
Rastan Saga	30,450,010	Manish Ragvani, London E8
WEC Le Mans	16,260,150	Keith Bradley, Blackburn, Lancs
Rush and Crash	140,200	Simon Lennox, N Ireland
Karnov	855,540	R Hastings, Starburst, Bridlington
Alien Syndrome	514,000	Martin Deem, Hants
1943	2,147,200	Mel, Swansea, West Glamorgan
Shadowland	105,000	S Hylands, Starburst, Bridlington
Flak Attack	246,100	S Coles, Starburst, Bridlington
Last Mission	243,600	T Craggs, Starburst, Bridlington
Fast Lane	365,740	Rat, Starburst, Bridlington
Cobra Command	100,000	Alreda Garcia Rodriguez, Spain
Combat School	247,680	M Jennison Starburst, Bridlington
Defender	6,500,430	Bev, Farnworth, Bolton
Alien Syndrome	305,000	Darren Hall, Romney Marsh, Kent
Speed Rumbler	198,000	Paul Clare, Leicester
Darius	4,293,600	K Bradley, Blackburn, Lancs
R-Type	673,900	K Bradley, Blackburn, Lancs
SDI	2,101,820	K Bradley, Blackburn, Lancs
Rock 'n' Rage	12,754,900	K Bradley, Blackburn, Lancs

- 1) 1942
- 2) Wonder Boy
- 3) Bubble Bobble
- 4) Arkanoid
- 5) Pacland
- 6) Rygar
- 7) Ghosts 'n' Goblins
- 8) Terra Cresta
- 9) Express Raiders
- 10) Choplifter

Capcom
Sega
Taito
Taito
Namco
Techmo
Capcom
Nichibutsu
Data East
Sega

The Top Ten is compiled by Euromax and shows the most popular games nationwide.

SET YOUR COMPUTER ALIGHT WITH

FIRETRAP

Firetrap scorched its way through the clouds...
Now it's ready to burn its way onto your screen.

If you've got cool hands, get ready to climb
the burning skyscrapers, putting out fires as you go,
to rescue the people trapped inside.

Firetrap is hot!



ELECTRIC DREAMS
SOFTWARE

Terminus House, Terminus Terrace
Southampton, SO1 1FE
Tel: (0703) 229694

Commodore 64/128 Cassette (£9.99) and Disk (£14.99)

ZX Spectrum 48k/128k+ (£9.99)

Amstrad CPC Cassette (£9.99) and Disk (£14.99)

Mail Order: Activision (UK) Ltd, Units 3 & 4 Lloyds Close,

Finedon Road Industrial Estate, Wellingborough,

Northampton NN12 4QB. Tel: (0202) 227555

TM & © 1986 DATA EAST USA INC. All rights reserved.

Electric Dreams Software Authorised User.

LOGIC SUMMER SALE

SPECTRUM SOFTWARE

ON CASSETTE — ALL £2.99 EACH

- MARTIANOIDS
- INFILTRATOR
- BACK TO THE FUTURE
- KRAKOUT
- IT'S A KNOCKOUT
- HIGHLANDER
- HEARTLANDER
- MOONLIGHT MADNESS
- DONKEY KONG
- BOULDERDASH
- BOULDERDASH 2
- EMPIRE
- DRAGON'S LAIR
- LEGEND OF KAGE
- ARC OF YESOD
- SOUTHERN BELLE
- VISIONS SNOOKER
- MARIO BROTHERS
- DOUBLE TAKE
- THE ICE TEMPLE
- GALVAN
- PRODIGY
- HIVE
- KOBRA'S RIFT
- URIDUM
- W.A.R.
- THE EIDOLON
- DRUID
- NIGHT GUNNER
- MIAMI VICE
- DANDY
- UCHI MATA
- THE COMET GAME
- TARZAN
- TEMPEST
- XARG
- HJACK
- GUNFRIGHT
- EXPLORER
- TAPPER
- EXPRESS RAIDERS
- 10th FRAME
- XEVIOUS
- SPEC-GRAF-GTO
- CITY SLICKER
- PENTA GRAM
- PYRACURSE
- HARDBALL
- COSTA CAPERS
- RASPUTIN
- MONTY ON THE RUN
- RETURN TO OZ
- FOOTBALL MANAGER
- FIRELORD
- PSI-5 TRADING CO
- TRAILBLAZER
- MIKIE
- KINETIC
- JET-PAC
- SKOOLDAZE
- FIGHTER PILOT
- MASTERS OF THE UNIVERSE
- RED PLANET
- WAY OF THE TIGER
- I.C.U.P.S.
- BUTCH HARD GUY

KAYLETH MAILSTORM TEMPLE OF TERROR SPY HUNTER THE GOONIES BUBBLER

£2.99 COMPILATIONS ON CASSETTE

NOW GAMES 2 inc. Air Wolf, Chuckie Egg 2, Tir Na Nog, Cauldron, World Cup, INDOOR SPORT inc. Air Hockey, Bowling, Darts, Ping Pong STAR GAMES ONE inc. Way of Tiger, Beachead 2, Rescue on Fractalus, Barry McGuigan's Boxing BEST OF BEYOND inc. Shadowfire, Doomdark's Revenge, Enigma Force, Sordorion & Shadow

SPECTRUM'S UTILITIES & PERIPHERALS

Spectrum's £25.00 Rotronics Wafadrives £17.49 inc. P&P

include 1 Free 64K wata, Currach micro-slots £2.99 ALSO INCLUDE ALL SPINNAKER EDUCATIONAL TITLES FROM PREVIOUS ADVERTS

SPECTRUM SOFTWARE ON CASSETTE — ALL

£1.99 EACH

BALLBLAZER
LES FLICS
FRANKENSTEIN
SORDERON'S SHADOW
PITFALL 2
RESCUE ON FRACTALUS
BATTLE OF THE PLANETS
3 WEEKS IN PARADISE
XCEL
BIZZICOM SMALL TRADER
REVOLUTION
ROBIN OF SHERLOCK
ZIDS
MUGSY'S REVENGE
EQUINOX
COP OUT
H.U.R.G.
GERRY THE GERM
THE EVIL CROWN
MATRONIX
WILLIAM WOBBLER
FIGHTING WARRIOR
MERMAID MADNESS
MANIC MINER
STAINLESS STEEL
POLE POSITION

COMMODORE 64 COMPILATIONS — ALL £2.99 EACH

ACTION PACK inc. Rocket Rodger,

30 WATERSKI, Gaurdian, Hypercircuit ZAPP SIZZLERS "2" inc. Monty on the Run, "2" Starquake, Bounder PLATFORM PERIOD, inc. Zorro, Bruce Lee, Bratty Bob, Ghostwriter

SCOTT ADAMS SCOOPS inc. Pirate Adventure, Voodoo Castle, Strange Odyssey, Buckaroo Banzai

BEST OF BEYOND inc. Psi Warrior, Quake Minus 1, Enigma Force, Shadowfire

STAR GAMES ONE inc. Way of the Tiger, Beachead 2, Barry McGuigan's Boxing, Rescue on Fractalus

UNBELIEVABLE ULTIMATE inc. Entombed, Blackwytche, Staff of Karnath, Imhotep

INDOOR SPORTS inc. Air Hockey, Bowling, Darts

BIG NAME BONANZA inc. Stellar 7, Forbidden Forest, Right Night, Shadowfire

SHOOT 'EM UPS inc. Super Zaxxon, Blue Max 2001, Drop Zone, Fort Apocalypse

COMMODORE 64 CARTRIDGES — £3.99 EACH

Oil Well, by Sierra Mr Cool, by Sierra

COMMODORE 64 DISCS — £1.99 EACH

SUPERMAN
ZORK I
ZORK II
ZORK III
STAR CROSS
DEADLINE
SUSPENDED
GHOSTBUSTERS
PASTFINDER
TRACER SANCTION
PITFALL
RED ARROWS
BEAMERPIPER
WEIRD DIMENSION
THING ON A SPRING
DECATHLON
MURDER BY THE DOZEN
PARK PATROL
NEXUS
MASTER OF THE LAMPS
FIGHTING WARRIOR
RED HAWK
STARION
GALACTIC CONTROLLER
SPIRIT OF THE STONES
WILLIAM WOBBLER

COMMODORE 64 DISCS — £4.99 EACH

ALTER-EGO MALE
ALTER-EGO FEMALE
THE HOBBIT

COMPILATION DISCS —

£4.99 EACH

DISC 1: Turbo 64, Derby Day, Handicap Golf, World Cup, Test Match

DISC 2: View to Kill, Friday the 13th, Codename Matt II, The Pyramid, Test Match, Beaky and the Egg

Snatchas

SPINNAKER EDUCATIONAL SOFTWARE, COMMODORE 64 —

£1.99 EACH

Alf, Aegean, Voyage, Songmaker, Ranch, Sea Speller, Number Tumblers, Fraction Fever, Make a Face, Story Machine, Alpha Build, Dance Fantasy, Logic Levels, Alphabet Zoo

COMMODORE 64 CASSETTES — ALL £2.99 EACH

TEMPLE OF APSHA TRILOGY GT AMERICAN CROSS COUNTRY ROAD RACE

ADVENTURE QUEST

KORONIS RIFT

THE EIDOLON

TRANSFORMERS (Activation)

THE MUSIC STUDIO

AVENGER

I.G.U.P.S.

BOULDERDASH

INFOROID

HEADCOACH

HIGHLANDER

THE FORCE

MAX HEADROOM

SUPERBOWL

PARALLAX

HYPERBALL

BOULDERDASH CONSTRUCTION

KIT

SUPER HEY 2

SUPER BASIC

UCHI MATE

PRODIGY

R.M.S. & ANIC

HACKER

BARRY MCGUIGAN'S BOXING

XEVIOUS

CHAMELEON

DRAGON'S LAIR

EXPLORER

BACK TO THE FUTURE

CLASSIC SNOOKER

WAY OF THE TIGER

KNIGHT GAMES

THE COMET GAME

JACK THE NIPPER

THING ON A SPRING

WHO DARES WINS 2

ENIGMA FORCE

FRANK 64

IRIDIUS ALPHA

STARION

SIGMA 7

SPIDERMAN/HULK

SURFCHAMP

FASSEM M/C LANG ASS

GRANDMASTER CHESS/OTHELLO

PITMAN TYPING TUTOR

CHUCKIE'S COOKIES

"O" LEVEL MATHS

JET SET WILLY 2

FIRELORD

ALLEKAY

JUMPMAN

CHIMERA

THING ON A SPRING

WHO DARES WINS 2

ENIGMA FORCE

FRANK 64

IRIDIUS ALPHA

STARION

KINETIK SKOOLDAZE 64 AMERICA'S CUP CHALLENGE

THAI BOXING

FIGHTER PILOT

BEACHCIDE 2

HOT WHEELS

MONTY ON THE RUN

ROBIN OF THE WOOD

SYSTEM 15,000 2ND ED

RETURN TO OZ

MAGIC MADNESS

ESCAPE FROM PARADISE

MASTERS OF THE UNIVERSE

ARCADE

MASTERS OF THE UNIVERSE

ADVENTURE

A.F.E.

FOOTBALL MANAGER

ON COURT TENNIS

MOON CRISIS 1999

MISSION A.D.

DRUID

LORD OF THERRINGS

DONKEY KONG (Cartridge)

MARIO BROTHERS

KRAKOUT

HEARTLAND

TARZAN

IMPOSSIBLE MISSION

BEYOND THE FORBIDDEN FOREST

FUTURE KNIGHT

DECATHLON (Activation)

JUMPIN' JIMMY

BATTALION COMMANDER

DOUBLE TAKE

IT'S A KNOCKOUT

COOKIES BAKERY

SHAO-LINS RD

INTERNATIONAL KARATE

STAR LEAGUE-BASEBALL VIETNAM

TEMPLE OF TERROR

TAG TEAM WRESTLING

SUPER STAR PING PONG

SARACEN

KAYLETH

COMMODORE 64 CASSETTES — ALL £1.99 EACH

£1.99 EACH

SPIDERMAN/HULK SURFCHAMP

FASSEM M/C LANG ASS

GRANDMASTER CHESS/OTHELLO

PITMAN TYPING TUTOR

CHUCKIE'S COOKIES

"O" LEVEL MATHS

JET SET WILLY 2

FIRELORD

ALLEKAY

JUMPMAN

CHIMERA

THING ON A SPRING

WHO DARES WINS 2

ENIGMA FORCE

FRANK 64

IRIDIUS ALPHA

STARION

SIGMA 7

SPIDERMAN/HULK

SURFCHAMP

FASSEM M/C LANG ASS

GRANDMASTER CHESS/OTHELLO

PITMAN TYPING TUTOR

CHUCKIE'S COOKIES

"O" LEVEL MATHS

JET SET WILLY 2

FIRELORD

ALLEKAY

JUMPMAN

CHIMERA

THING ON A SPRING

WHO DARES WINS 2

ENIGMA FORCE

FRANK 64

IRIDIUS ALPHA

STARION

SIGMA 7

SPIDERMAN/HULK

SURFCHAMP

FASSEM M/C LANG ASS

GRANDMASTER CHESS/OTHELLO

PITMAN TYPING TUTOR

CHUCKIE'S COOKIES

"O" LEVEL MATHS

JET SET WILLY 2

FIRELORD

ALLEKAY

JUMPMAN

CHIMERA

THING ON A SPRING

WHO DARES WINS 2

ENIGMA FORCE

FRANK 64

IRIDIUS ALPHA

STARION

SIGMA 7

SPIDERMAN/HULK

SURFCHAMP

FASSEM M/C LANG ASS

GRANDMASTER CHESS/OTHELLO

PITMAN TYPING TUTOR

CHUCKIE'S COOKIES

"O" LEVEL MATHS

JET SET WILLY 2

FIRELORD

ALLEKAY

JUMPMAN

CHIMERA

THING ON A SPRING

WHO DARES WINS 2

ENIGMA FORCE

FRANK 64

IRIDIUS ALPHA

STARION

SIGMA 7

SPIDERMAN/HULK

SURFCHAMP

FASSEM M/C LANG ASS

GRANDMASTER CHESS/OTHELLO

PITMAN TYPING TUTOR

CHUCKIE'S COOKIES

"O" LEVEL MATHS

JET SET WILLY 2

FIRELORD

ALLEKAY

JUMPMAN

CHIMERA

THING ON A SPRING

WHO DARES WINS 2

ENIGMA FORCE

FRANK 64

IRIDIUS ALPHA

STARION

**PHONE 01-471 8900
NOW**

SEGA

24 Hour Secure Delivery on Machines 3 Day delivery games and joysticks

SEGA MASTER COMPUTER + HANG ON £99.95

**SEGA GAMES
2 MEGA BYTE**

ROCKY	£24.95
SPACE HARRIER	24.95
1 MEGA BYTE	
BLACK BELT	£19.95
WONDER BOY	£19.95
ACTION FIGHTER	£19.95
PRO WRESTLING	£19.95
ALEX KIDD	£19.95
FANTASY ZONE	£19.95
QUARTET	£19.95
WLD GRAND PRIX	£19.95
SECRET COMMAND	£19.95
CHOPLIFTER	£19.95

SEGA CARDS

MY HERO	£14.95
GHOST HOUSE	£14.95
TEDDY BOY	£14.95
SUPER TENNIS	£14.95
F-16 FIGHTER	£14.95
TRANSBOT	£14.95

**PHONE FOR NEW
RELEASES**

TRADE ENQUIRIES WELCOME ON SOFTWARE

SEND CHEQUES TO:

A.I.S. DISTRIBUTION

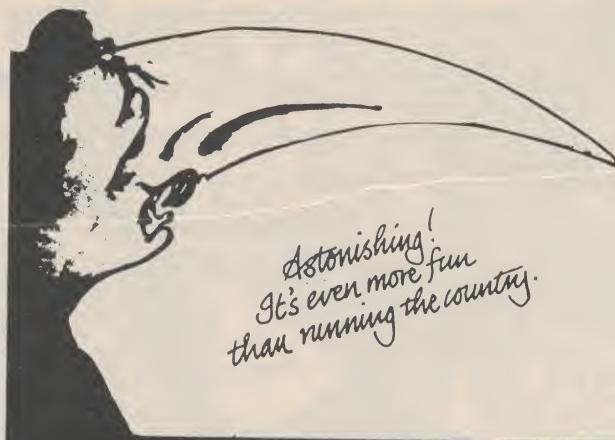
202/203 SHOPPING HALL, MYRTLE ROAD
EAST HAM, LONDON E6 UK only

JOYSTICKS
(The joysticks listed below do not work on SEGA)

SUNCOM RANGE

TAC 2	£10.99 2 year warranty
TAC 3	£12.99 2 year warranty
TAC 5	£13.99 Lifetime warranty
SLIK STICK	£6.99
ATARI STYLE JOYSTICK	£5.99
STAR FIGHTER	£9.99
CHEETAH 125+	£7.99
SPEED KING	£12.99
CHEETAH MACH I	£13.99
COMP PRO 5000	£18.99
COMP PRO 500 Clear	£15.99
MOON RAKER	£4.99
PLUS 2 Adaptor	£4.99
C16 Adaptor	£4.99
DISK NOBBLER	£4.99
DISK CLEANER 5 1/4	£5.99

VISIT OUR SHOP IN LONDON WE
HAVE HUNDREDS OF SOFTWARE
TITLES FOR SPECTRUM, C64,
C16 AMSTRAD, ELECTRON,
ATARI. OUR PRICES ARE THE
BEST IN THE UK



**YES
PRIME MINISTER**

A week is a long time in an interactive icon-driven environment, where every action can have unexpected consequences.

But with Sir Humphrey and Bernard behind you, how can you go wrong?

Only you can decide

Britain's premier computer game!

Program by Oxford Digital Enterprises.
Spectrum, Commodore, Amstrad and BBC.
Cassette £14.95. Disk £19.95.
Available from W.H. Smiths, Boots and other leading stockists.



Mosaic Publishing Ltd,
Gorley Firs, South Gorley, Hants SP6 2PS Tel: 0425 57077

ER LIKE THE OLYMPICS, , LOT SILLIER.

actic sport. But this time the Competitors are bred for the events. oystick speed and timing against other players on the computer es of bizarre athletic events. ents include little numbers like headslinging, psychic judo, morph marathon, space hockey and slither.

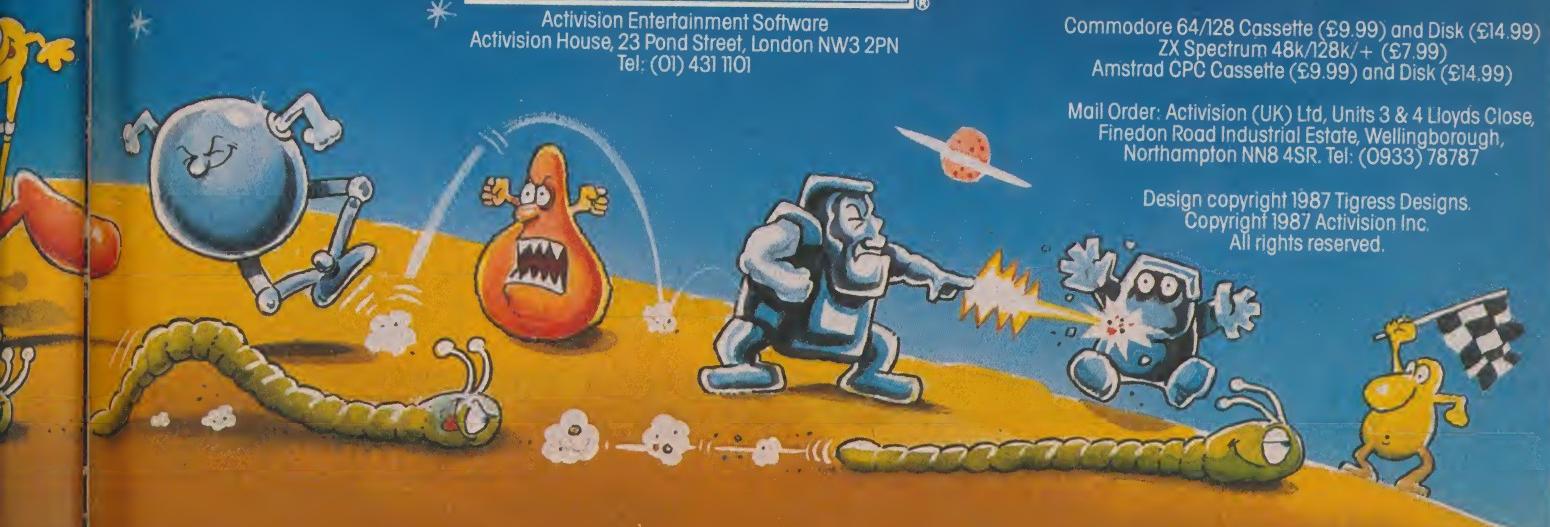
ACTIVISION ENTERTAINMENT SOFTWARE

Activision Entertainment Software
Activision House, 23 Pond Street, London NW3 2PN
Tel: (01) 431 1101

Commodore 64/128 Cassette (£9.99) and Disk (£14.99)
ZX Spectrum 48k/128k/+ (£7.99)
Amstrad CPC Cassette (£9.99) and Disk (£14.99)

Mail Order: Activision (UK) Ltd, Units 3 & 4 Lloyds Close, Finedon Road Industrial Estate, Wellingborough, Northampton NN8 4SR. Tel: (0933) 78787

Design copyright 1987 Tigress Designs.
Copyright 1987 Activision Inc.
All rights reserved.





I would like to start off by apologising to all the readers for the state of my column in the September issue of this mag. It was cut more times than one of Jack the Ripper's victims! All the relevant info, about the game I reviewed, *HeroPress*, went missing.

To set the record straight the main game reviewed, *Heropress*, a P.B.M. where you play the part as yourself as a super hero or super villain, usually costs £5.00 to start up, with further turns costing a very reasonable 60p plus s.a.e. However, anyone who writes in to me, with the above logo not only gets to start up, but also: 10 Free Turns, worth £6.00; The *HeroPress* source book; The Gauntlet comic book AND the latest copy of the *HeroPress* newsletter.

For the record the source book tells you every thing you need to know about the campaign world, superheros in general and how to create a new character.

The comic book is a short comic book featuring some of the characters in the game and what happened to them. The newsletter contains all the up-to-the-minute news and gossip from the game.

The artwork in all cases is brilliant and well worth a look. For a further in depth review, see the September issue of C+VG. Interested in playing this game? Then please write in to me, making all cheques and P/O's payable to Mr T. Knight.

Please note that if you intend to apply for more than one offer on this page you MUST send the appropriate number of S.A.E.s required - ONE for EVERY offer

that you apply for. If you don't, you will only receive the first offer you have requested.

● The first bit of important news is that after a long wait, the B.P.B.M.A. Guide to P.B.M. is finally ready. It is packed with info on P.B.M., plus hints, tips and the names and addresses of various major P.B.M. companies.

There are articles on how to play different types of P.B.M.s, advice about starting up your own P.B.M. if you intend to, a glossary of P.B.M. terms, as well as a run down of all the major companies.

There are also full details on how to join the P.B.M.P.A. (which is now a branch of the B.P.M.A.), its aims and rules as well as various offers from companies when joining it.

Now how much are we charging for all this. **Absolutely nothing** is how much!

So if you are interested, please send me a large S.A.E. and I will forward you a copy immediately. There are only approximately 1,500 copies available, so they will be issued on a first come first served basis, and 250 are reserved for overseas players because their letters take longer to reach me. Who says that I don't look after foreign players?

● The Third British P.B.M. Convention is now a reality. I can confirm that it will take place at the same venue as last year, namely the Porchester Centre, Queensway, London W.2. on the 20/2/88 between 10.00 a.m. and 5.00 p.m. The entrance fee is £2.00.

C+VG readers can take advantage of a money saving offer by purchasing advance tickets for

the convention via this column at a greatly reduced price. Tickets are available NOW to all C+VG readers in advance at the reduced price of £1.50. All you have to do is send in to the mag an S.A.E. and the above logo to this column plus a cheque/postal order for £1.50 made payable to The British Play By Mail Association, and I'll send you your ticket. There's the distinct possibility of a sell-out. So it could pay to get in early!

● On with the news and gossip of the meets. Last month there were four P.B.M. meets and I managed to get to three of them despite them being scattered all about the country. The first one up was the London monthly P.B.M. meet.

This was the usual combination of organised chaos and drunken banter. About 150 people turned up.

Next on the agenda is the K.J.C. Games *It's a Crime* meet in Blackpool. K.J.C. hired a large marquee and placed it on the promenade and this acted as sleeping quarters and meeting place for the people who turned up.

There was a constant supply of tea and coffee on tap, "crime" videos were shown i.e. *The Godfather* and *Scarface*, plus a large selection of board games which were all there to help you pass away the time.

Oh yes, I almost forgot to mention the free beer tokens as well! The meet went very well with lots of chat, intrigue and double dealing which all culminated in a drunken game of "Mad", the board game, which is something I will remember for the rest of my life!

While at the K.J.C. meet I discovered that game one of *It's A Crime* has been won! Alan Crump, and his family, The Waltons - what a wimpy name - named Godfather of the City for three weeks - winning the game.

Lucky Alan, he could have ended up like the one time godfather of game three, Big Mickey Mouse, who was also at the meet?

Micky confided in me that he was named Godfather in one turn and by the time he got his next turn back he had been completely obliterated. Such is the way of the mob!! I also told him that I would keep this a secret. Sorry Micky!!

Remember that you still have the chance to get involved with the C+VG version of *It's A Crime*! All you need to do is write in to me and you will receive a FREE Rule book, FREE start up and TWO FREE turns.

The person who becomes Godfather for three weeks gets to win the C+VG Crime Trophy as well as play in another game of *It's a Crime* FREE, plus various other K.J.C. Games. It's still not too late!

The leaders of the C+VG Crime game at the moment are the Colburnites (gang number 102) with a notoriety of 219. However they are closely followed by the Satanists and the Sons of Batman, who are both hot on their heels. Don't fret if you are not on the notoriety table yet, as there is still a long, long way to go, so expect things to change shortly as there is a lot of action yet to take place.

After that meet, I was soon zooming off to Southampton for the Sloth Enterprises *Saturnalia* meet. Once again, the amount of people that turned up was not as many as was expected, but all the famous faces were there and despite some dismal weather that put paid to some of the organised events, everyone had a pleasant time, with board games being the order of the day.

A lot of the meet was spent in various public houses and there were hundreds of rumours and stories circulating as well as a load of old waffle.

Can the evil people invade the Southern Isles with safety (I hope so!) or can the White Isle raise an army from its cowardly population to effect some kind of defence? We shall see.

Sloth have also hurdled over their G.M. problems by employing two more new G.M.'s and they have almost immediately cleared their backlog of work.

The only meet that I did not attend was the A.E.'s meet in London and the reason I didn't attend was because I wasn't invited! I heard on the grapevine though that the meet was very well attended with approx 150 people attending the meet in a pub, which was conveniently open all day.

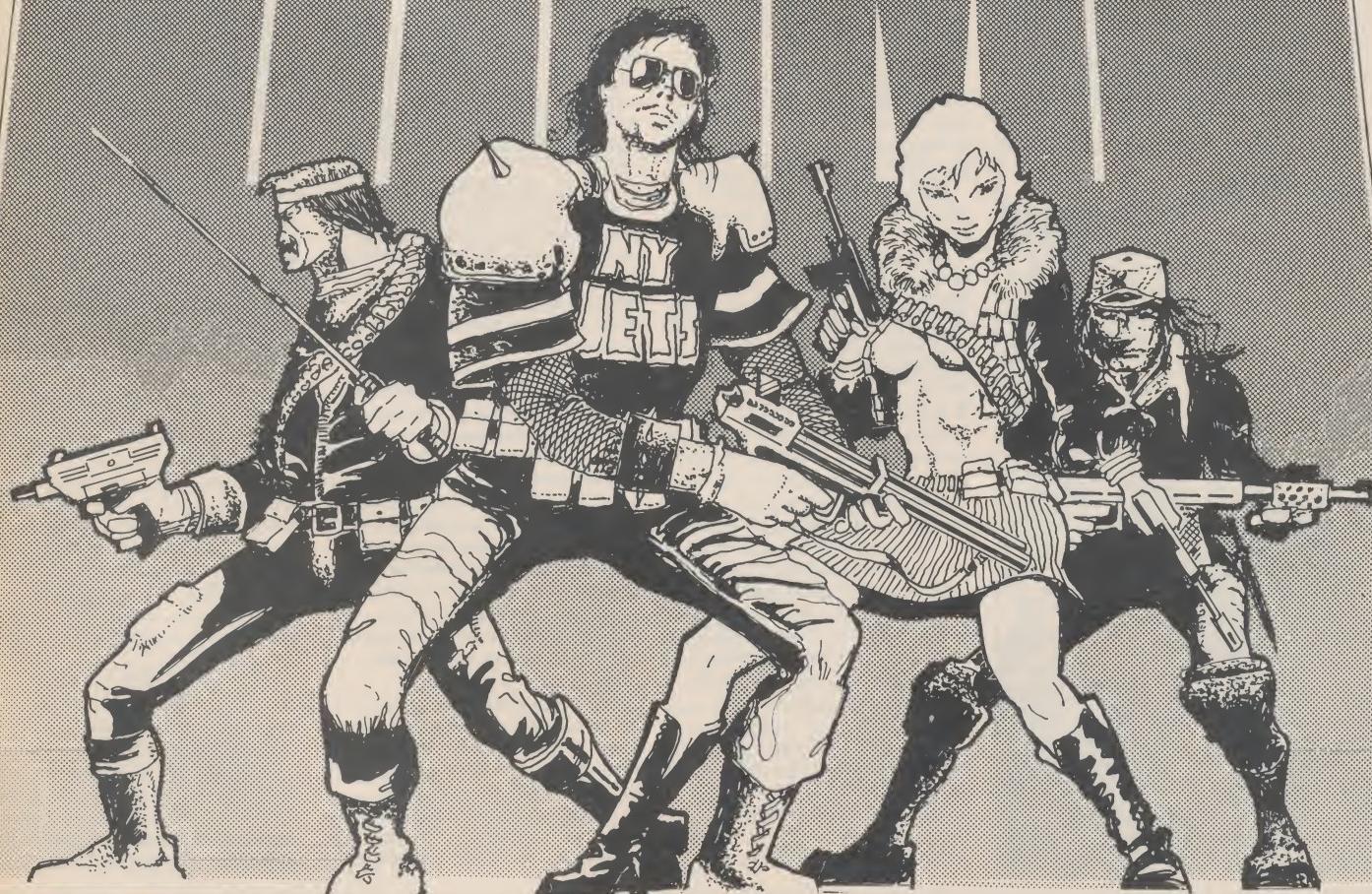


GET INTO CRIME!

In the late 1990's the streets of New York are a jungle. You are the ice cool leader of a gang of drug crazed terrorists. Your main goal is to become the richest, toughest and most notorious gang in the city.

DARE YOU
PLAY.....

FREE
OFFER



FREE!

SEND YOUR NAME AND ADDRESS TODAY FOR YOUR FREE TRIAL OF
IT'S A CRIME THE WORLD'S MOST POPULAR PLAY-BY-MAIL GAME

Write to:-

KJC GAMES, PO BOX 11, CLEVELEYS, BLACKPOOL, LANCS FY5 2UL.



Wayne's Play by Mail

Apparently one of the highlights was the mass eating of a large cake, which was baked into the shape of the mountain on the cover of their rulebook!

RHANN GAMES OFFER

● Rhann Postal Games has obtained the rights to run **Epic III, The Kings Game**, which is a game of politics, diplomacy and military conflicts. The player controls the ultimate destiny of their chosen race.

The game is completely computer moderated and in parts is quite technical. It gets more complex as you advance and develop your nation.

It has six position types as well as six racial types plus a choice of 22 different troops to choose from. Also it is open ended and has no fixed deadlines. The minimum processing time between turns is claimed to be seven days.



Rhann have also released **Eclipse** which is an introductory galactic warfare/conquest game, which they claim is easy to play. The rulebook is not that well printed but it is easy to read. This game is a game for between 12-20 players lasting until a player or players control ½ of the galaxy. Once again this game is completely computer moderated.

Now onto the bit you have been waiting for. Rhann has offered six FREE playtesting positions for an unlimited period in *Epic* and an entire FREE game of *Eclipse* for 20 C+VG readers. That's what I call a generous offer. How do you get your grubby little hands on one of these freebies? This is how:

● Epic III Playtest

I require six P.B.Mers who are experienced in computer moderated P.B.Ms as this game is quite difficult. You should write in telling me what games you have played, where you come in them and in no longer than 100 words why you like computer moderated games. No novices please.

● Eclipse

I require twenty P.B.Mers who have NEVER played any kind of computer moderated game whatsoever to write in and tell me what other games they play as well as telling me in less than 100 words why you want to play a computer moderated game when you have never done so before. No experienced players please.

When the playtests are over I will give the names the full review they deserve.

There you have it. Easy isn't it! On the other hand if you want to play either of the games regardless of the playtesting, please note that the prices are as follows:

Epic III: Start up costs £5.00, which includes two free turns. Further turns cost £2.00 each.

Eclipse: Start up costs £2.50, which includes 2 free turns. Further turns cost either £1.50 or £2.50 depending on how many orders you issue. All Cheques made payable to Rhann Postal Games please.

● **Jade Games** has written into me informing me that it has started up two new games. The first is called *Chronicles of the Knights of Avalon* which is an empire building game. Set in the realm and time of fantasy, it is fully computer moderated with ten day fixed deadlines and contains a maximum of 100 players.

It is run on an Atari 1040ST using 5 megabytes of memory!! They make various claims with regards to this game which I cannot confirm.

However I will soon be allocating a playtester, so you can read all about it in a future column. To let you know just a few of the claims that Jade make about this game, read on: A

unique and realistic mapping system; 1000s of player armies and fleets involved in conquest; A highly developed class system of squires, knights, Lords etc; 1000+ power cards; Special powers and options to control the deadlines of other players.

The good news for you people out there is that the rulebook and set up is totally FREE to all C+VG readers, so if you want one just write in and I will forward your request on to Jade.

Jade has also signed up a game from the States called *New Order*.

As I write, I have received a looseleaf version of the rulebook, which is quite bulky and complex. Another totally computerised game, this one is sci-fi based. Scientists on your planet have suspected for some time that an intelligent lifeform exists out in space, and with the recent development of a brand new, sooper-dooper hyper jump engine you can go and find out. Will the aliens be the dominant species or will it be your lot? You can find out.

The rulebook costs £3.00 and further turns cost £2.50, with no extra charges what so ever. However, before you start out I would advise you to do what Jade suggests. Don't ask to join a game before you've read the rulebook. It looks very complicated and is definitely not the game for a novice or even a slightly experienced P.B.Mer.

By the time you read this the rulebooks should be printed up and games should have started running. If you are interested please make out all cheques to Jade Games and I will pass them on.

Jade has also purchased their first postal role playing game. I am eagerly looking forward to how they do with this format of P.B.M. as, to date, all their P.B.M.'s have been computerised nature. I will keep you informed as information comes to hand.

● If you read the daily tabloid press you will probably have seen that **The Laboratory**, who run *Further Into Fantasy*, have come in for a bit of flack. If you haven't seen what was written, I'm not going to repeat it as most of it was vastly inaccurate and wildly fictitious. But to set the record straight The Laboratory has not closed down. It is still running and turn around is nearly back to normal. None of the G.M.s have been sacked from any of their jobs.

There is a possibility, because of the coverage it has received, that some of you may wish not to continue in the game - that's a pity because it is an excellent one.

If you have any enquiries to make with regards to this matter, please contact: The Laboratory,

Box 66, 19 Colbourne St, Swindon, Wiltshire, SN1 2EQ.

● **Mitre Games** is giving away FIVE copies of their excellent boxed P.B.M. *Tribes of Crane*.

Tribes is without a doubt THE best presented game in the U.K. Each of these boxed sets are worth £9.95 so they are well worth winning.

You are a leader of a tribe attempting to survive on a hostile and barren planet.

To win one of the five boxed games all you have to do is write in and tell me what a Mitre is, what it is used for and how is it used. I will pick the first five people out of a hat on October 16th. The winners will be printed in this column. Mitre has also asked me to tell you that if anyone wishes to join their excellent game *Mitgard*, they can have their first turn FREE.

Mitgard is a complete simulation of Military, Economic, Political and Cultural activity on a large scale in a fantasy world. As you work your way up you can control vast forces of wealth and political influence. There are graphics, depicting forts and deployment of your forces, sieges and strategic positions.

It is computer moderated, but I believe there is a large G.M. involvement and participation for written reports.

Start up costs £5.00 for a large rulebook and further rounds cost £3.00 a time. This game should seriously be considered by wargamers, or people who like a lot of diplomacy and tactics.

Finally, Mitre would like to know that they are always on the lookout for new G.M.s, so if you have 'O' levels in English, good handwriting, experience of fantasy role playing and have a good imagination, drop me a line and I will pass all the details onto Mitre.

● **Turnaround time in The Hunting** is going to be increased because as I write the G.M. has just had a couple of weeks off. The word on the street is - be patient! Although we would like G.M.s to work 24 hours a day, 52 weeks a year they are only human (well some of them anyway) and they deserve a break. I suppose that as computers do not take holidays, computerized P.B.M.s can count this as some kind of advantage.

● **Sloth Enterprises** has decided to re-launch their game **The Enchiridion**. It's a great game, and if you win, you receive a cash prize, which is a fixed percentage of the turn fees.

I have seen it first hand and even played in the playtest, so I feel qualified to tell you that it is a very enjoyable game.

You need good powers of imagination though, for the game is set in a fantasy-medieval type world, where you have been asked to find the most powerful book in

the world, *The Enchiridion*.

You start above ground trying to find an entrance to the dungeons. Once inside you are on a wondrous tour of everything from dungeons to islands.

You can either play as a single character or a group of up to eight. I haven't obtained the details of the prices yet, but if you are interested, forward an s.a.e. to me and I will pass it on.

● REVIEW

TROLLS BOTTOM

What would you expect a game called *Trolls Bottom* to be like? Silly? Stupid? Mad? Well you'd be absolutely right – but you'd have missed out the most important point. It's also a great deal of FUN! Project Basilisk, who runs this P.B.M. seem to have got the aim of the game right first time.

You play the part of a very large, ugly, troll. You should all know the two things that give trolls pleasure. You've got it. Eating and fighting. In this game you get to do a lot of both.

The aim of the game is to become the last troll out of 70 roaming the 400 troll holes on the island that you are placed. When you have done this you have deemed to have created a suitable place to attract a mate. In real life you are awarded a prize for winning.

Once you take on the body of a troll you gain the following attributes – strength, build, morale, tale and sanity. These are the qualities by which you judge in what condition your troll is in.

You lose or gain points in your main attributes depending on the actions you take.

For example, sanity ranges from a melon to dangerously sane. It's up to you to work out which rating is good for your trolls.

Just because some of your attributes are low doesn't mean you'll do badly in everything you undertake — in fact in some attributes it is good to have a low rating.

You submit your orders by issuing a series of codes for the action orders that are described to you in the rulebook. You issue your orders by writing down a series of codes on a turn sheet.

At the present time you have the space to enter 14 actions on a turn card. Therefore each turn you fill in the action card with up to fourteen orders for your troll, attach a stamp to the back and pop it in the post box to await for a print out, showing your troll's progress – or lack of it.

In nearly all the orders you use you have to state the amount of strength your troll will use in each action. The total amount of strength a troll can use per turn is 134. However it's wise to note that although your troll may only have

44 strength on the print out, it can actually use up to 134 strength regardless. In fact you can use up to the limit of 134 strength at all times.

Furthermore you will also have to issue a weapons code with the majority of orders. Weapons range from hands and feet – which are pretty deadly – to Dragons backbones – which are very deadly.

The idea is to use a combination of up to six weapons at once and you can also use food as a weapon. Don't laugh, how would you like a hard blow over the head with a coconut?

If your troll only had hands and feet, bones and daggers to fight with the weapons code would be as follows: Hands and feet = 1, Bones = 2, Daggers = 3.

The weapons code you would use would be 123000, as you have to put six digits in the weapons code box. Easy isn't it!

ACTIONS

There are 14 actions, but I do not intend to go into all of them, as I think a few will suffice and give you a flavour of the game.

HUNT

This enables you to hunt for food. When you eat food you regain your lost strength. Trolls are always hungry and I found that using this order every turn is a must.

MAKE WEAPONS

When a troll eats, digs or robs someone, it is more than likely that it will obtain some bones. With the correct amount of strength and bones your troll can make different degrees of vicious weapon. The most feared Troll made weapon is a spiked crusher, which is very mean.

ATTACK

This gives you the option to attack another players troll. You can attack a troll that is in one hole away if you attack underground and two holes away if it goes overground.

If you win you may kill, badly injure or wound your opponent. You may also gain some equipment. However, if you lose you will be the worse off for morale and strength. The attack action should carry a government health warning. Attack actions can seriously damage your health as well as anybody else!!

EAT

This order is the one order that you MUST do every round. It is not included in your 14 orders, so you have no excuse for not doing it. Eating gives your troll strength, sanity and lots of very useful bones.

OTHER FACTORS

Your troll gets a life long companion when he starts off on the island. A king vulture. Because it is your life long friend

and it gets to eat the scraps of food that you leave behind, the vulture will spy on up to ten holes for you each round.

You should note that you automatically get a report on the eight troll holes surrounding you, so there is no need to send it to spy on them.

Also in certain holes you find magic possessions such as different colour rings, guards, seeds and mushrooms. Each of these do different things to help or hinder you as the case may be. The only problem is that you have to learn how and when to use them!!

Also from time to time you get extracts from a diary printed on your turn sheet. Written by a poor unfortunate, now dead, creature marooned on the island.

You are deemed to have found the diary while adventuring. It tells you some of the things the creature saw and what it did.

The extracts are in fact clues to some of the more weird things that happen on the island. For example you get to meet Balrogs and Moonworms. In the future you will be able to meet wizards and many other monsters.

You also get the chance to make special brews which enhance your powers, plant seeds and grow magic trees and even make troll jelly!

By the way, you also get a 5' by 2' map, which shows you all the trolls' holes on the island and it makes mapping simple.

Also you get the chance to issue a 62 word message to all the other players in the game by entering it in a specified box on your turn sheet.

The game also has a regular newsheet, which is full of hints and tips as well as updates on which trolls have gone to the big troll's rest in the sky.

For all you technical buffs out there, the game is run on an Amstrad 8256, expanded to 512K. At this time there are 42 separate programs making up a total of 271 K with a database of 30K for each game.

WAYNE'S VERDICT

This game is not to be taken seriously. It is wild, wacky and fun. If you want a serious P.B.M. then don't play this game. The attitude for this game should be: "I'm going to play this game for the sheer hell of it and do some really stupid moves to see what happens". Play it this way and you'll probably win!!

It is one of the easiest games I have come across and is ideal for a newcomer to P.B.M. who doesn't want to get shown up by getting killed off in the first turn because of lack of experience. It's the kind of game where you come home, spend five minutes doing the turn and that's that until the next turn.

As I mention it, the turn round is excellent. 4 days at the MOST is the longest I've waited. It is probably one of the quickest turn around games on the P.B.M. market today.

Also this game has one big advantage. All the players seem to be playing it for the right attitude and if you want any help just put a message out via your turn.

This will be printed on every other players turn sheet with your name. I did this and I got about ten replies, all wanting to help me or get me to join an alliance.

Alliances play a big part in this game and if I were you I'd join one of them as soon as possible for a bit of mutual protection.

I'll only give you a few hints as it really would spoil the game for you if I told you all that I found out.

- Keep on the move
- Get into an alliance
- Think of really weird things to do, they might work
- Spy on someone before you attack them
- When you attack someone, do it several times a round and then issue a Look Out order on them

The only bad thing I found in the game was the way the special items are dealt with. You really have to try everything to get the best out of them.

There are no clues telling you what to do with them usually before you find out their full effects.

Overall, I liked this game and you have nothing to lose by giving it a go. It is quick, fast, simple and enjoyable.



SINCLAIR
user

**NEXT
MONTH**

Which are you?

*A wiz-kid intergalactic super hero
feared throughout the seven galaxies?*

Or

a small green piece of jelly?



● December's *Sinclair User* features an astonishing computer moderated board game free. It's all in colour and features some of the strangest characters you've ever seen. Designed to appeal to arcade freaks and strategy addicts alike.

And there's more:

● Next month **SU** continues its record of more Spectrum games reviews than any other magazine. Just count 'em.

● We do the same thing for Previews – pages and pages of first-look screen shots. See them in **SU** first.

● You want Pokes we got 'em – every month we carry more Pokes than the opposition. Yet our pokes have a special feature – they work.

● We're also reviewing some hot new joysticks in December's issue and don't miss our complete map and playing guide for Wizball.

SU: Definitely not for jellies

Out November 18th

EXPERIENCE THE REAL THING!

WIN A WINTER OLYMPIC HOLIDAY WORTH MORE THAN £2000

WINTER OLYMPIAD '88



WINTER OLYMPIAD '88

Winter Olympiad '88 is undoubtedly the best winter sports simulation to date. It features the classic winter olympic events; Ski Slalom, Giant Slalom, Two man bob, Ski-Jump, Biathlon and Speed Skating. These have been depicted in a way not seen on any home computer before. The result is a phenomenally realistic and spell-binding game.

Available on the following formats:

- CBM64, BBC/ELECTRON, ATARI £9.95
- SPECTRUM, AMSTRAD, C16/+4 £7.95
- DISK - BBC £14.95
- MASTER COMPACT £14.95
- ATARI 8 BIT £14.95
- ST. £19.95 • AMIGA £19.95
- IBM £19.95

TYNE SOFTWARE
COMPUTERSOFTWARE

ADDISON INDUSTRIAL ESTATE · BLAYDON · TYNE & WEAR · NE21 4TE · TEL: 091 414 4611

Comix.

Who or what is Moebius? "Who" is easy. He's a real rarity: comic artist — as opposed to a comic hero with a secret identity. By day, as it were, he's Jean Giraud, artist/co-creator of one of France's most popular western strips, *Lieutenant Blueberry*. By night (creatively speaking) he's probably the most off-the-wall genius in comics today.

Giraud had already built a reputation as a fine "mainstream" comics artist under his own name, particularly on *Blueberry*, when he realised the need for other outlets for his creativity and for his interest in science fiction. His solution was to dream up a new identity for himself, enigmatically named Moebius after the German, mathematician who devised the "endless loop" of paper known as the Moebius strip.

Since the early 70s Moebius (sometimes, just to add to the confusion, signing himself Jean Gir) has unleashed on the public a series of extraordinary fantasy/science fiction stories. These, and his part in founding the revolutionary comic-strip magazine *Metal Hurland*, marked a great leap forward in story-telling techniques, in public acceptance of comic strips . . . and in sheer mind-blowing story concepts.

It didn't take long for American publishers to recognise the genius of Moebius (wouldn't that make a good title for a book?). One of them, in fact, provided what seemed like the ideal vehicle for Moebius to conquer the English-speaking world: an American edition of *Metal Hurland* called *Heavy Metal*.

Unfortunately, the reality didn't live up to the promise. The translations of Moebius' idiomatic French were stilted and sometimes inaccurate, and the colouring was not at all as Moebius had intended. Nevertheless, his fame spread, and a year or two later found Moebius in America doing design work on two films dear to C+VG's heart, *Alien* and *Tron*.

This long preamble is all leading up to something — something quite unlikely, in fact. Would you believe Marvel Comics to the rescue? To be more precise, the Epic Comics division of Marvel, which began as a sort of alternative to *Heavy Metal*, is now in the process of re-presenting all of Moebius' works, specially re-translated and re-coloured under the supervision of the man himself. They're being published as a series of six deluxe volumes aimed at "mature readers". The first two have already appeared; the third should be out by the time you read this. All six are being imported by Titan Distributors and sold through comic shops at about £6.50 each. And they're highly recommended.

Those are the facts. What's more difficult to define is: *what is Moebius?* You could say he's a true artist, constantly pushing himself to achieve something new and different. You could call him a master storyteller in the fantasy genre. Or you could choose simply to judge him by his works.

What you discover is that here we're dealing with a man who's seriously weird. For instance, the first volume of "Collected Fantasies



of Jean Giraud", as it's subtitled, contains:

- "The Repairmen" — Our first meeting with Stel and Atan, who crop up again in the next story. They find a very strange way of fixing a damaged Waymaster, one of a "mysterious race who drive endlessly across the incredible networks of road which covers their planet". This, though, is just a prequel to . . .

- "Upon a Star" — A wonderful story originally commissioned by Citroën, the car company, as an extra-special giveaway for their top sales people — "thereby", as Moebius puts it in his introduction, "frustrating all the traditional French comics collectors"! It concerns a space-bound "Marie Celeste", a graveyard of abandoned spaceships whose 300,000 crew members are camping out in the shadow of a gigantic blue pyramid (which turns out to be something else entirely) . . . and a 1938 Citroën. We begin to get an idea of the cosmic scale on which this man works!

- "Aedenia" has a similar theme — humans lifted to a higher plane by alien civilisation — but with a rather different focus and some beautiful colours.

- "Celestial Venice" — Did you know that there are 127 active Venices, over 4,000 having already sunk? This is the story of one that's saved in the nick of time . . .

Volume two contains the stories that revolutionised French comics. "Arzach" is a series of wordless strips about a silent, pterodactyl-riding warrior, plus a brand-new Arzach tale which hasn't yet appeared in France. Each story is characterised by a final, cruelly humorous, twist.

Enough words — go directly to your nearest comic shop and experience Moebius for yourself!

Philip Morton



METROPOLIS

COMPUTER · GAME · OR · REALITY?



Metropolis the game is an interactive experience, the like of which you have not been through before! Only now, with the power of 16-bit has it become possible to take you into the streets of a city which exists somewhere on the dark side of your own imagination. It allows you to walk, talk, exist and die within the confines of an enormous high tech city that hides a macabre secret.

Metropolis the computer program pushes back the frontiers of the possible. It is without doubt an unparalleled achievement in computer entertainment. Its vocabulary exceeds that of the average human being and the artificial intelligence programs are the most advanced anywhere. It has fully

digitised conversational abilities and has over 60,000,000 possible responses at its disposal.

FEATURES

- * REAL-TIME DIGITISED CONVERSATION WITH
 - 20,000 WORD VOCABULARY
 - 60,000,000 INTELLIGENT RESPONSES
- * STATE OF THE ART ANIMATION
- * UNIQUELY INTERACTIVE CONTROLS
- * MULTI-PLAYER GAME STRUCTURE



Setting New Standards
IN · COMPUTER · SOFTWARE

Take on the challenge of the century and find out what your machine is *really* capable of – in the heart of Metropolis as you hunt for the answers to the fate of millions!

MEGASAVE FANTASTIC SAVINGS

SPECTRUM		Game Set & Match	10.95	Starship D1	7.95
Gnome Ranger	7.95	Druid II	5.95	Buggy Boy D1	7.95
J. Archer's Not A Penny		Gauntlet II	6.95	Thunders D1	7.95
More	12.95	Ikari Warriors	5.95	Jackal D1	6.95
Starwars	7.95	Last Ninja	7.95	Roy of Rovers D1	7.95
Gary Lineker's S. Soccer	5.95	Tai-Pan	5.95	Gauntlet II D3	7.95
Alter. World Games	5.95	Renegade	5.95	Sidearms D3	7.95
Slaine	6.95	Wild Class L'Board	7.95	720° D3	7.95
Compendium (Gremlin)	5.95	Indiana Jones	6.95	Solid Gold D1	7.95
Deflektor	5.95	Mask II	5.95	Outrun D3	7.95
Basic Detective	5.95	Super Sprint	7.95	Bravestarr D3	7.95
Tour De France	5.95	Jack Nipper II	5.95	Captain America D3	7.95
Werewolves of London	7.95	Judge Death	7.95	Lazer Tag D3	7.95
Pegasus Bridge	10.95	Gryzor	5.95	Platoon	6.95
Sorcerer's Lord	10.95	Mean Streak	5.95	Combat School	6.95
Rampage	7.95	Yogi Bear	7.95	Rastan	6.95
In. Karate +	7.95	California Games	7.95	Psycho Soldier	6.95
Airbourne Ranger	7.95	Adv. Tactical Fighter	7.95	Victory Road D3	6.95
Stealth Fighter	7.95	The Double	8.95	Driller	12.95
Bobsleigh	7.95	Bubble Bobble	5.95	Hysteria	6.95
Action Force	7.95	Trantor	6.95	Freddy Hardest	6.95
Scruples D1	7.95	Moon Strike	5.95	Rygar	7.95
Starship	7.95	Be A Complete B.	5.95	Executor	6.95
Buggy Boy D1	5.95	Guadal Canal	7.95	Gryzor	6.95
Thundercats D1	5.95	6 Hit Pack Volume II	5.95	Colonial Quest DK Only	17.50
Jackal	5.95	Bangkok Knights	5.95	World Cis. L'Board D1	7.95
Roy of Rovers	7.95	Tobruk D1	7.95	Diplomacy D1	10.95
Trap Door II	6.95	Gnome Ranger	7.95	Track & Field D1	6.95
Gunboat	6.95	J. Archer Not A Penny More		Shoot 'Em Up Con. Set D4	12.95
Sidearms	6.95	D4	12.95	Subbattle D1	7.95
720°	6.95	Starwars D1	7.95	Gary Lineker's S. Soccer D1	7.95
Solid Gold D1	7.95	Apache Gunship D4	12.95	Apache Gunship D4	12.95
Outrun	6.95	Alt. World Games D1	7.95	Barbarian D1	7.95
Bravestarr	6.95	Slaine D1	7.95	Colonial Quest DK Only	17.50
Captain America	6.95	Compendium D1	7.95	World Cis. L'Board D1	7.95
Wizard Warz	6.95	Deflektor D1	7.95	Pirates D4	12.95
Lazer Tag	6.95	Basil Detective D1	7.95	Defender of Crown DK	
Platoon	5.95	Tour De France D1	7.95	only	12.95
Combat School	5.95	Werewolves London D1	7.95	Street Basketball D1	7.95
Rastan	5.95	Pegasus Bridge D5	10.95	Street Baseball D1	7.95
Psycho Soldier	5.95	Sorcerer's Lord D5	10.95	Bangkok Knight D1	7.95
Victory Road	5.95	Rampage D1	7.95	6 Hit Pack Volume II D1	7.95
Madballs	5.95	Rampage D1	7.95	Colonial Quest DK Only	17.50
Phantasie	5.95	Int. karate+ D1	7.95	Street Basketball D1	7.95
Driller	12.95	Airbourne Ranger D4	12.95	Baseball D1	7.95
Hysteria	5.95	Stealth Fighter D4	12.95	Guadal Canal D1	7.95
Freddy Hardest	5.95	Bobsleigh D1	7.95	Judge Death	6.95
Apache Gunship	6.95	Adv. Tactical Fighter D1	6.95	California Games D1	7.95
Executor	5.95	Be A Complete B.	7.95	Super Sprint D1	7.95
Monitors	7.95	Scruples D1	10.95	Renegade D3	6.95

Postage included UK. Please state which micro. Fast service.

Send cheque/PO to: MEGASAVE, Dept CVG, 49H Sutherland Street, Victoria, London SW1 V4JX

MAIL ORDER ONLY: Send for FREE list Amstrad, C16, MSX, Atari ST
Commodore, Spectrum. D=Disks Available:
D1 at £12.95, D3 at £10.95, D4 at £17.50, D5 at £15.95

"WE ARE OFFICIAL COMMODORE DEALERS"

SYSTEMS ARCHITECTS

COMMERCIAL AND COMPUTER SERVICES LIMITED 01- 549 3028					
Amiga Titles		Leaderboard	20.00	Colourspace	16.00
Bureaucracy	29.00	Leaderboard Tourn.	20.00	Cards	16.00
Golf	29.00	Mean 18	24.00	Electronic Pool	18.00
Hacker	20.00	Super Huey	15.00	Flight Simulator	20.00
Portal	20.00	Aphex Twin	20.00	Goldrunner	20.00
Shanghai	20.00	World Games	20.00	Karate Kid II	20.00
Tass Times	20.00	Anco Games	10.00	Lands Of Havoc	18.00
Witness	25.00			Alienation	18.00
7 Cities Of Gold	25.00			Mid Pies	16.00
Archon 2	25.00			Pinball Factory	20.00
Ad. Space Cons. Set	25.00	520 STFM	275.00	Super Conductor	35.00
Arctic Fox	25.00	520 STFM + Colour	565.00	Time Bandits	25.00
Merble Madness	25.00	1040 STF	475.00	Alien Challenge	15.00
One To One	25.00	1040 ST + Mono	600.00	Saint Service	20.00
Skyforce	25.00	Hard Disk (SH204)	685.00	Crusade In Europe	20.00
The Dawn	20.00	Mon Monitor	135.00	F15 Strike Eagle	16.00
Guild Of Thieves	20.00			Aliens III	20.00
Fairy Tale Adventure	39.00	Commodore		Balder Of Power	15.00
Borrowed Time	20.00	Amiga Hardware		Black Cauldron	30.00
Ballyhoo	24.00	Amiga 500	473.00	Kings Quest 2	30.00
Deadline	24.00	Colour Monitor	399.00	SDI	30.00
Enchanter	24.00	External Drive	249.00	Sierra F	30.00
THHGTC	24.00	Amiga 2000	1150.00	Medes Nebula	16.00
Intellivision		3.5" Discs		Mercenary	20.00
Leather Goddesses	24.00	Single Sided (White)	99p each	Arcanoid	12.00
Mindshadow	20.00	Double Sided (Blue)	145p each	Chess	20.00
AMFV	27.00	Atari ST Titles		Small Fortunes	20.00
Moon Mist	24.00	Gauntlet	20.00	Golden Path	30.00
Music Studio	29.00	GLF Football	17.00	Arena/Bretaccus	30.00
Piano	24.00	Space Bumper	42.00	Deep Space	30.00
Seastalker	24.00	Art Director	50.00	Jewels Of Darkness	20.00
Spellbreaker	24.00	Fleet St. Publisher	100.00	Lord Of Thieves	20.00
Starcross	24.00	Borderline	20.00	The Pawn	20.00
Suspension	24.00	Basketball	20.00	Games Compendium	20.00
Suspended	24.00	Bureaucracy	20.00	Check Mate	12.00
Trinity	27.00	Hacker	20.00	Computer Encounters	12.00
Witness	24.00	Hacker	20.00	Liberator	10.00
Wishbringer	24.00	Comp. People	20.00	Mousetrap	12.00
Zork I	24.00	Tess Times	20.00	Pluto	12.00
Zork II	24.00	Test	20.00	Implosion	12.00
Zork III	24.00	Strip Poker	15.00	Alien Trilogy	20.00
Ultimate	20.00	Starfox	20.00	Alternate Reality	20.00
Balance Of Power	30.00	Bridge Player 2000	15.00	Dungeon Reality	20.00
Defender/Crown	25.00	ST Kerat	15.00	Championship Wrest.	POA
Deja Vu	24.00	Protector/Station	20.00	Centauria II	20.00
Sinbad	25.00	Spring	32.00	Leaderboard	20.00
SD	24.00	Pro Sound	45.00	Metrocross	20.00
Uniview		War Zone/Fireblaster	20.00	Barbarian	20.00
Arena/Bretaccus	25.00	Jewels of Darkness	12.00	Roadrunner	24.00
Deep Space	24.00	Star Glider	20.00	Rouge	20.00
Silicon Dreams	15.00	Trilobe	20.00	Super Cycle	20.00
Starglider	24.00	Typhoon	15.00	Super Tennis	20.00
Hollywood Poker	15.00	Passengers	17.00	Winter Games	20.00
Swooper	15.00	Phoenix	17.00	Xevious	20.00

Please make cheques payable to: Systems Architects Ltd. We also accept Access and Visa. Prices subject to availability. See Amiga Listing for Prices of ST Infocom Adventures. Products not listed please phone for prices. All prices include VAT and delivery in the UK. Callers are welcome to order through the shop. Allow up to 28 days delivery, items usually despatched within 10 days.

Systems Architects, Dept. PCW1, Syndicate Dept. Store, 6-9 Market Place, Kingston Upon Thames, Surrey KT1 4BR. Tel: 01-549 3028 (24-hr ansaphone)

CUT PRICE SOFTWARE

SPECTRUM	RRP	OUR	SPECTRUM	OUR	PRICE	COMMODORE 64/128 CASS	DISK
Elite	14.95	7.50	The Pawn (128 Only)	14.95	11.95	Jack Nipp II	7.25
Stars On 128	9.95	6.95	Trantor	8.99	6.50	Freeze Frame 3	Cart
Starglider	14.95	11.95	Enduro Racer	9.95	7.25	Epix Epics	7.25
Mag Max	7.95	5.50	Road Runner	8.99	6.50	Rygar	7.25
Tank	7.95	5.50	Sold Million 3	9.95	6.95	Tai-Pan	6.95
Triaxos	8.99	6.50	Shockwave Rider	7.95	5.50	Battle Ships	7.25
Paperboy	7.95	5.50	Renegade	7.95	5.50	Expert Cart	N/A
Knight Orc	14.95	11.95	Ac 2 (48K)	8.95	6.50	Five Star	6.95
Konami Coin Op	9.95	6.95	Ac 2 (128K)	9.95	7.25	Destroyer	N/A
Wizball	7.95	5.50				Hybrids	7.25
Catch 23	7.95	5.50					
Saboteur 2	7.95	5.50					
Athena	7.95	5.50					
Last Mission	8.99	6.50					
Triv Pursuit	14.95	11.95					
Hydrofol	7.95	5.50					
Hit Pak 6	9.95	7.25					
Wonder Boy	9.99	7.25					
Final Matrix	7.99	5.50					
Defender of Crown	N/A						
Battle Ships	7.95	5.50					
Trio (Hit Pak)	9.95	7.25					
Space Harrier	7.95	5.50					
Five Star	9.95	7.25					
Slap Fight	7.95	5.50					
Hybrid	8.99	6.50					
Gunrunner	7.95	5.50					
Jack Nipp II	7.99	5.50					
Quartet	9.99	7.25					
Exolon	7.95	5.50					
Game Over	7.95	5.50					
Ace	9.95	7.25					
W.C. Leaderboard	9.95	7.25					
Zynaps	7.95	5.50					
Uridium	8.95	6.50					
P.A.W.	22.95	17.95					
Survivor	8.99	6.50					
Barbarian	9.95	7.25					
Xor	7.95	5.50					
Living Daylight	9.95	7.25					
Bismarck	9.95	7.25					
Army Moves	7.95	5.50					
Big 4	9.95	6.95					
Head O Heels	7.25	5.50					
Death or Glory	6.50						

Post & Packing Inc. Overseas Orders please add £1 per tape Cheques/post orders (Sterling only please). Made payable to:

Cut Price Software

Unit 6, Stort House, Riverway, Harlow, Essex CM20 2DW
24 HOUR ANSWER PHONE (0279) 24433 OR (0279) 31956

(SEGA GAMES MACHINE NOW AVAILABLE
ONLY £89.95 PLUS FULL RANGE OF SOFTWARE)



AMIGA A500

£473 inc. VAT

ATARI ST

£275

SOFTWARE SPECIALS

Impact	11.50
Terrapods	18.50
Flight Simulator II	35.00
Defender of The Crown	22.00
Pintos	11.50
Gold Runner	18.50
AMIGA ONLY	
Fairy Tale Adventure	37.50
ST ONLY	
Barbarian (Palace)	11.50
Tai-Tan	15.00
F15 Strike Eagle	18.50
Indiana Jones	15.00

Above prices apply to mail order only with the exception of software specials and hardware prices. Subject to availability.



MICROSELL

MICROSELLS — It costs only £1 to advertise in Microsell!

WANTED: Second hand or discount price Commodore 1541, disk drive. Please telephone Marlow (06284) 73422 in evenings.

COMMODORE 64, Data Recorder, Joystick, Books, Magazines, 27 original games. Worth £500. Selling for £120. Tel: 01-455 6296 evenings.

COMMODORE 64, 1541 Disc Drive, C2N cassette deck, lockable Rexel disc boxes, Quickdisc + cartridge, Kempston Joystick, dustcover, reset switch, Various books. £450 ono. Tel rob (0642) 763171.

ATARI 800XL, 1050 disk drive with approximately 220+ disks including many recent games; £230. 1029 Printer £70. All boxed and in mint conditions. Contact Steve (0482 571088).

COMMODORE 64, C2N tape deck, joystick, paddles and trackball and over 90 original games with new powerpack and slimline keyboard. Sell for £195, phone Royston (073 63) 46068.

SPECTRUM PLUS 2, Sinclair joystick, 15 top notch games, 8 months left to run on the guarantee, exceptional condition, reason for sale "going up market", the lot for £120. Tel: 01-761 4939.

AMSTRAD CPC 464 computer with colour monitor. Also two joysticks, software worth £250+ (including Elite, Gauntlet, Leaderboard) and magazines, complete value £750. Sell for £400 ono as new. Telephone Medway 618701 (eve), 711244 (day).

MIRACLE WS4000, great modem, brand new, still in box never been opened. Wife bought me one for my birthday present, little did she know I had one coming, £150. **FOR SALE:** **COMMODORE 64**, tape deck, 2 joysticks. Action Replay mk3, magazines, books and £500 worth of software. Price £225 ono. Near Sheffield, phone (0433) 50375.

ATARI 800XL 64K computer + four original games, joystick, manuals, suit beginner. £45 ono. Phone Mark 624 8290.

ATARI 800XL computer for sale. Includes cassette recorder, Joystick and software. VGC, worth over £350. Will sell for £175 ono. Phone Chris (0883) 722066.

ATARI 800XL. Recorder, software, vgc worth over £350. Will swap for Spectrum 48k, recorders joystick software. Phone Chris on (0883) 722066.

COMMODORE 64C, 1570 disk drive, cassette decks, mouse, joysticks, Track Ball, disk carry case, game cassettes, all latest games, Diskmate II, expert + ESM, good condition £500 ono. Phone (021) 353 1845 after 7pm.

Commodore 64, cassette unit, two Quick Shot II joysticks, Freeze Frame cartridge, and Back-up-Board, £300 worth software, books and magazines. £200. Tel. Sunderland 540193.

WANTED DMP-2000 AMSTRAD PRINTER, please contact 0202 825776. Ask for Ceri. **FOR SALE:** **CMB 64**, Data recorder, diskdrive, joystick, expert with ESM, Music Maker and 40 blank disks. Worth £600. Sell for £480 ono. Tel. 0443 204340 (Mike).

48K ZX SPECTRUM, Data recorder, Kempston joystick interface, leads & manuals, £600 worth software. Worth £750, will sell for £150 ono. Phone 940-0338 6pm-9pm.

AMSTRAD CPC 464, Modulator, DK Tronics speech synthesizer, joystick & games, still boxed. Any offers, contact: Derrick Corrigan, tel (0365) 25170.

AMSTRAD CPC 464 with monitor, instruction manual & joystick. Whole package in excellent conditions. £200 ono. Tel 061-363-8207 after 12pm.

SPECTRUM PLUS, Discovery 1 disk drive, B/W television, printer, joystick, cable, power packs, leads, books. Worth £600 sell for £300 ono. Tel 01-202 4149 after 5pm.

COMMODORE 64 FOR SALE, 2 data sets, back-up-board, joystick, mouse, graphic adventure creator, gamemaker, dustcover, cassette cases. Worth £2,500! Sell for £325. Tel Ashford 47977 (Phil).

COMMODORE 64, Euromax Pro joystick, Quickshot II joystick, Evesham MK4 Freeze Frame. Perfect condition, still boxed. Worth £450 sell around £220. Tel Ed 0306-888456.

COMMODORE 64 1541, disk drive, MPS 801 printer & paper, C2N Datasette, amplifier, joystick, disk box, B&W TV. Sell £850. Tel Glyn 0244 810165.

NO NEED TO WORRY everything's guaranteed Commodore 64 C2N data recorder, disk drive, Action Replay Mk3. £300 worth of software. All offers telephone 01-866 8094.

SPECTRUM PLUS Ram Turbo joystick interface, 3 channel sound synthesiser joystick. £450 of quality software. As new. Boxed. Offers! Tel: 01-888 8094.

AMSTRAD 464 with green screen & modulator for C/TV, ram music machine, sampling, echo chamber & drum M/C. Software & joysticks. £195 ono.

AMSTRAD CPC 464, colour monitor, disk drive, Multiface Two, 110 games, DK 'tronics TU tuner, joystick, magazines. Tel 01-671 2643 after 5pm (£300).

BARGAIN 48K SPECTRUM + tape recorder Currah speech interface, old & new software. Reasonably good condition £75 ono. Tel Alan on 397-4352.

SWAP! MSX 64K, monitor, DataCassette, joystick, software. Want CBM128, DataCassette, software. Write to: M. Morgan 54 Acacia Avenue, Gurnos Est, Merthyr Tydfil CF47 9RD.

I WANT AN ATARI 800XL, disk drive, software. Anyone with one to sell contact: Dominic Lamb, 12 Roman Road, Eastham London E6.

ATARI 800XL, 1050 disk drive, 1010 data recorder, 1029 printer, Graphics Tablet and joystick and software, sell £380. Tel: Runcorn 716629.

CBM 64, disk drive (1541C), tape recorder, freeze frame, two joysticks, etc. Sell £320 ono. Swap for Atari ST. Tel: (0582 605370) Steve.

FOR SALE: COMMODORE 64, data recorder, joystick, games, mags. Sell £110. Tel. 061 798 8241.

SPECTRUM 48k + data recorder, Kempston interface, Quickshot II joystick, mags, games worth £300, cassette racks, all in good condition & boxed. Sell for £200. Tel: 061 205 4783 (Norman).

48K SPECTRUM, Kempston joystick, interface tape recorder, new style power pack, £250 of games. All worth £400. Self for £95.00 Tel 0222 592 2414.

SINCLAIR SPECTRUM 128K + 2 joysticks, 56 original games, books, excellent conditions, worth over £500. Six months old sell for £220. Tel: Buckley (244) 544804.

CBM 64 second hand DPS. 1101 daisyswheel printer, hardley used with extra ribbon. Contact Gregory Slade, Queens Hotel, Station Road, Crewkerne 72972.

FOR QUICK SALE to a good home . . . Atari 130XE, 1050 drive, Trakball and 15 original disks. All immaculate condition. £210. Tel. (0604) 890621 evenings.

FOR SALE: SPECTRUM 48K, Cub monitor, 100-200 games, cassette recorder, microdrive, cartridges, books, light pen, interfaces. Worth £900 . . . £499. Contact Raj. Tel: 01-590 4214.

AMSTRAD CPC464, colour monitor, built in tape, joystick, games . . . £200 only! Tel: Farnworth (024) 72100.

MSX 64W & cassette units, joystick, software, worth £650.00. Quick sale: £200.00. Write to M. Morgan, 54 Acacia Avenue, Gurnos Estate, Merthyr Tydfil LF47 9RD.

CBM64 1541, disk drive, C2N FF3 expert cartridge, joysticks, latest games, 100Q disks, books, mags. Worth £1,000, sell for £300. Tel. David 021 705 4252.

COMMODORE 128, 1571 disk drive, Data recorder, £40 worth games, mint condition, still boxed. Quick sale £360 ono. Tel. Newport (0633) 680538. Ask for Lee.

CBM 64 data cassette, disk drive, Expert & ESM. Joysticks, games and magazines. £320.00 buyer collect. Tel. Hull 443057.

FOR SALE: one-month-old MP 165 NLQ printer. Perfect condition, superb quality print. Cost £230 — offers! Also Graphix AT Atari printer interface, cost £60. Deal for both . . . Tel. Stewart on Portsmouth 823880.

COMMODORE 64 COMPUTER, 2 data recorders, back up board, magazines, games. £240 ono . . . Tel. (0742) 468663.

WANTED: Commodore daisy wheel printer! Swap 2 CB, Model: Midland 4001, Unirce 100, all leads, power pack, SWR meter, Mike, Antenna. Contact Mick: 560 Rayleigh Road, Eastwood, Southend-On-Sea, Essex. SS9 5HX.

COMMODORE 128 C2N, Joystick, many games, quick disk cartridge, sell for £160 ono or swap for ST. Contact Mick: 560 Rayleigh Road, Eastwood, Southend-On-Sea, Essex, SS9 5HX.

COMMODORE 64 + DATASETTE £800 worth of the latest games. Also micro switch joystick. £170. Tel: Crowborough (08926) 62849. (Adrian) after 6pm.

FOR £300 you get a BBC B in excellent condition, £300 worth of software, many top titles, QSI! joystick and interface and cassette lead. Interested? Tel: Llanelli, Dyfed (0554) 752466.

FOR SALE: Atari 800XL, 1050 disk drive, 1010 recorder, all immaculate condition, plus software on disk, lockable disk box, dust covers £210. Tel: 0342 27072.

ATARI 800XL home computer for sale.

Plus Atari 1010 data recorder and joystick

£300 worth of software. Will sell for . . . £190. Tel: Slough (7191) ask for Jason.

CBM 64 computer, C2N cassette recorder, joystick, plus £150 worth of software. All boxed. Asking price: £200. Tel: James Wickford (76376).

AMSTRAD CPC 464 for sale. As new with £260 worth software. Complete with manual, green monitor, 3 joysticks & Mags. Will accept £240. Tel: (0742) 887038.

FOR SALE — CBM 64, C2N cassette unit,

joystick, carrying case, music maker, £400 software, price: £180 . . . Tel: Erith 34125.

CBM 128 + 1541 DRIVE, Freeze Frame MK4, Simon's Basic Light Pen, joystick, cassette unit, books, and games. All for: £450 . . . Tel: 0904 792028.

ATARI 800XL COMPLETE, disk drive, data recorder, joyball, books and software. Mint condition £160. Also, prom programmer with operating software and blank proms, etc. £55. Tel: (0452) 303863.

C64, disk drive, MPS803 printer and paper, modem, 4 cartridges, mouse, joystick, cassette recorder, over 200 disks, games, books, magazines and disk boxes. £500 ono. Tel: Martin 0639 884084.

128 SPECTRUM, over £350 worth of software, cassette recorder, 2 joysticks, 128 only music keyboard with interface and program. Sell £250. Tel: (0845) 577320. Anytime!

UNIQUE XMAS OFFER! BBC-B with 128K sideways ram, real time clock, d/s 2.1, dual play joysticks, Quick Shot I and Harrier joystick. Over 200 games, cassette recorder. Sell £450 neg. Tel: Ayhan 01-529 7412.

C-64 compendium & disk drive, printer, freeze frame IIIB, expert with e.s.m. and all software. 3 joysticks. £650 ono. Tel: 597 4498.

CBM-64 COMPUTER & C2N cassette, 2 joysticks, action replay, over £350 worth of games, mags. £300 for the lot interested? Tel: Botley 2355 after 3.30pm (Paul).

CBM-64 one month old, joystick, games, tape recorder, full length keyboard, music maker, all leads and instructions. Bargain — £250. Tel: Ryan on (091) 2511377. (Fully boxed).

COMMODORE 64, 1541 disk drive, C2N, £450 worth of software, magazines, total value — £846. Sell for £400. Exchange for Atari STFM. Tel: Ricky 01-907 3398.

ELECTRON COMPUTER, together with large number of games £85 ono. Also cassette recorder £12 and b&w monitor 20. Tel: Rustington 776230.

48K SPECKY FOR SALE. Includes TV sound amplifier. Ram turbo interface. Data recorder. Magazines. Total value £700. Sell £350. Tel: Alan Rich (0454) 311027.

64 FOR SALE. 1541, 803 printer, 1520 plotter, plus much more, cost over £2000 accept £1000. Ring Craig for full list of accessories. 091 4781249.

ATARI DISK DRIVE (810), with Archiver. Only £60 ono. Phone Rochdale (0706) 324961.

ATARI 800XL, 1050 drive, 1029 printer, 270 disks of software, tape deck, hyper drive board, 100 mags, manuals £450 o.n.o. Tel: (0703) 772452 ask for John.

BBC B Disk Drives, Data Recorder, Joystick Adaptor, AMX Mouse and Software. Many disks/tapes, games, utilities, graphics, extra ROMS £500 ono. Tel: (04024) 44740.

48K SPECTRUM, in DK Tronics case, + joystick interface and joystick, + printer + tape recorder, manuals and a few games. £100. Phone (061) 775-2428.

CBM 64 for sale with; 1541c disk drive, latest freeze cartridge, C2N cassette player, 100 disks, joysticks, 1000 games overall £450. Ring Basingstoke 0256-63155.

WANTED; Commodore 64, must be in good condition. Lowest offer accepted. Write to: J.R. Douglas, Craigmore, High St., Slamanan, Falkirk, FK1 3EH.

ATARI 800XL 64K computer almost new, plus 1010 cassette recorder and 2 games. £60. Phone 01-778 6033 after 4.30 pm.

CBM 64, Data Cassette, joystick, books/magazines, and software. V.G.C. Only £110 ono. Also 48K Spectrum only £40; Spectrum Data Recorder £15. Tel. Harwich (0255) 50256 after 6pm.

ACORN ELECTRON. Still under guarantee. Joystick interface (first Byte), many games, in superb condition, in original boxes, all leads. Bargain at £100. Contact: 021-475 7025 anytime.

COMMODORE 64 FOR SALE, with C2N Datasette unit, joysticks. £130 o.n.o. Write to: Andrew Collins, 80 Regent St., St. Thomas, Exeter, Devon, or phone (0392) 75347.

AMSTRAD CPC 464. Green monitor, light pen, two joysticks and 72 original games. Worth £1000, sell for £390. P. Williams, 22 Briardene, Llanfoist, Abergavenny, Gwent, NP7 9LJ.

WHO WANTS A CHEAP ZX SPECTRUM 48K, rubber keyboard, joystick, ZX power supply, all leads, some software. Boxed for £45 ono. Phone Derby 810773 ask for Paul.

TWO COMPUTERS: CBM 64, recorder, joystick, £400 worth of games — £200. Spectrum 48K+, recorder, joystick, games, £100. Both computers for £280 — ono. Phone: 01-701 8209 after 7pm (Koonu).

AMSTRAD CPC 6128, colour monitor, cassette player, joystick, leads, 70 games, utilities, discs, books, magas £325 ono. Also Atari 800XL + games, £50. 9462272 Oliver.

AMSTRAD CPC 6128 COLOUR MONITOR. Excellent condition, printer and lead, powerful word processing package, books + magazines + cassette recorder. Worth £750. Sell for £450: Phone 021 526 2826.

AMSTRAD CPC 464, 7 months old, immaculate condition, high resolution monitor, colour modulator, disc drive, multiface, joystick, dust covers. Worth £1000, sell for £495 ono. Phone (0243) 263592 after 4.30pm.

COMMODORE 64 + disk drive, cassette dec, 2 joysticks. Complete collection of input. Expert cartridge with all the software. Worth £900. Sell for £500. Ring 01-591 2108 (Rick).

VTX 5000 MODEM FOR SALE. Still in box, with instructions, £40. Contact, Mark Gould, 10 Ballysillan Drive, Carrs Glen, Belfast, BT14 8HQ.

ATARI 800 LX COMPUTER + tape recorder, two joysticks and 75 original games worth over £450, will sell £200 ono. Tel: 01-578 4549.

48K SPECTRUM + cassette recorder and joystick, worth £1500, sell for £550 ono. Assembly language course, laser genius, DK graphics pack and books. Phone 031-332 4938 6-7 pm (Mondays only).

ATTRACTIVELY CUSTOMISED AMSTRAD CPC 464 with 5 1/4" second drive. Speech synth/light pen. Cirkit Modem, Mouse, many 5 1/4" disks, doubler digital copier interface. Tel David 057763393.

CBM 128 1571 DISK DRIVE. 10 disks A1 condition, 50 mags, 10 games, data-cassette £430 ono. Phone Ric 3286 Shoeburyness, Essex.

COMMODORE 64, C2N cassette recorder, 2 joysticks, mouse + art package, over £300 of games. Synthesiser, dust cover, user manual, intro tape. All this at a snatch of £200. Contact tel: 02-556 3396.

WANTED Data recorder for Atari 800 XL for around £30. Or disk drive for around £70. Phone Jeremy on 04577 71486.

ATARI 800 XL, 1010 data recorder, joystick. Sensible offers please. Tel Adam on Cambridge (0223) 311329.

COMMODORE 64, disk drive, two C2N tape decks, back-up board, expert cartridge, £1,000 + software, 20 blank disks, just serviced, £450. Tel: (042) 76575 after 5pm.

ATARI 800XL. 1050 disk drive with doubler chip fitted. 1010 cassette deck, rom, discs with games and utilities £165 o.n.o. Phone Rochdale (0706) 32019.

SUPA SOFT DISCOUNT SOFTWARE

Present the Following Special Offers to C&VG Readers

SPECTRUM	RRP	OUR	SPECTRUM	RRP	OUR	C64/128	CASS	DISK	C64/128	CASS	DISK	ATARI ST	RRP	OUR	AMSTRAD PC1512	RRP	OUR
Starglider	14.95	10.95	F-15 Eagle	9.95	7.00	Starglider	10.95	14.95	Deathscape	6.75	10.95	Tai-Pan	19.99	15.95	Winter Games	19.95	16.95
Space harrier	7.95	5.25	Trap Door	7.95	5.25	Leaderboard	6.50	10.95	Death Wish 3	6.75	10.95	Guild Thieves	24.95	19.95	Summer G (2)	19.95	16.95
Barbarian	9.95	6.75	Hydrofool	7.95	5.25	Aliens	6.50	10.95	Big 4	6.50	10.95	Leaderboard	24.95	19.95	Pitstop (2)	19.95	16.95
Head over Heels	7.95	5.40	Death Wish 3	7.99	5.50	Renegade	6.50	10.95	Rebel	6.75	10.95	Knight Orc	19.95	14.95	D. Desert	24.95	22.95
Enduro Racer	9.95	6.75	Sold a million 3	9.95	6.75	Triv Pursuit	10.95	14.95	Sigma 7	6.50	N/A	Barbarian (Palace)	14.99	10.99	Silent Serv	19.95	16.95
Elite	9.95	7.00	Star Games II	7.99	5.50	Paperboy	6.50	10.95	Living Daylights	6.75	10.95	Silent Ser	24.95	19.99	Subbattle Sim	24.95	19.95
Paperboy	7.95	5.25	Hardball	8.95	5.99	Star Fox	7.00	11.00	Side Wize	6.75	10.95	Road Runner	24.95	19.95	Destroyer	24.95	19.95
Bubble Bobble	7.95	5.25	Rygar	8.99	6.00	World Leaderboard	6.50	10.95	Great escape	6.00	10.95	Subbattle	24.99	19.99	Leaderboard	24.95	19.95
Kon Coin-op	9.95	6.50	Durell's Big 4	9.95	6.75	Mask	6.75	10.95	Samurai Trilogy	6.75	10.95	Deep Space	29.95	24.95	Guild Thieves	24.95	19.95
Great Escape	7.95	5.25	Side Wize	7.95	5.25	Delta	6.75	10.95	World games	6.50	10.95	Star Trek	24.95	19.95	Passenger on Wind	24.95	19.95
Nemesis	7.95	5.25	Silent Service	9.95	6.75	Spy v Spy 3	6.50	10.95	Tank	6.25	10.95	Arkanoid	14.95	11.95	Balance Power	24.95	19.95
Arkanoid	7.95	5.25	Aliens	9.95	6.50	Leviathan	6.50	10.95	Epyx Epics	6.75	10.95	Barbarian	24.95	19.95	Orbiter	29.95	24.95
W.C. Leaderboard	9.95	6.50	Footballer Year	7.95	5.25	Elite	10.95	14.95	Five star 2	6.50	10.95	Gauntlet	24.95	19.99	F16 Falcon	29.95	24.95
Hits Pack 6	9.95	6.50	Starfox	8.99	5.50	Re-Bounder	6.75	10.95	Ghost & goblins	6.50	10.95	Sentinel	24.95	19.99	Space Max	39.95	34.95
Triv Pursuit	14.95	10.95	Gun Runner	7.95	5.25	Bolderdash Cons	6.50	10.95	Wizball	6.25	10.00	Silicon Dream	24.99	19.99	Psion Chess	24.95	19.95
Ghost & Goblins	7.95	5.25	Silent Service	9.95	6.75	Coin-op	6.50	10.95	Subbattle	N/A	11.95	Jewels Dark	24.95	19.99	(WE TAKE ACCESS OR VISA FOR ATARI ST. & AMSTRAD 1512 BUSINESS PRODUCT)		
Trio (Elite)	9.95	6.75	Auf Monty	7.99	5.25	Xor	6.75	10.95	Rygar	6.75	10.95	PRODUCT ONLY RING FOR DETAILS) (1512 BUSINESS PRODUCT)					
Bomb Jack 2	7.95	5.40	Army Moves	7.95	5.25	Barbarian	6.75	10.95	Silent Service	6.75	10.95	PROUDLY IN STOCK RING FOR FULL LIST & PRICE.)					
Knight Orc	14.95	11.95	Hybrid	8.99	5.50	Tro	6.75	10.95	Acro Jet	6.50	10.00	(SPECIAL OFFERS)					
Road Runner	8.95	6.25	Leviathan	7.99	5.25	Gauntlet	6.50	10.95	Head Over Heels	6.25	10.00	AMSTRAD 6128/464	12.00	14.95	DOUBLE PACKS SPECTRUM		
Catch 23	7.95	5.25	Stiff Lip & Co	9.99	6.75	Sold a million 3	6.50	10.95	Tai Pan	6.25	10.00	(SPECIAL OFFERS)					
Indoor Sports	8.95	6.50	Super Soccer	7.95	5.25	Road Runner	6.75	10.95	Game Over	6.25	10.00	MINI OFFICE 2	11.95	16.95	Butch Hard Guy +		
Tank	7.95	5.25	Eagle Nest	9.95	6.75	Space Harrier	6.50	10.95	Sold A Million 3	6.95	10.95	TRIVIAL PURSUIT	6.95	10.95	Hardball		
Trantor	8.99	6.25	Falcon	9.95	6.75	Catch 23	6.25	10.95	Shockwave Rider	6.00	10.00	SOLD A MILLION 3	6.95	10.95	Footbaler of year+		
Ikari Warrior	7.95	5.25	Winter Games	9.95	6.50	Bomb Jack 2	6.50	10.95	Shockwave Rider	6.50	10.95	HIT PAK 6	6.95	10.95	Mag Max +		
Stars on 128	9.95	6.50	Mask	7.95	5.25	Ace	6.50	10.95	Dracula	6.50	N/A	KONAMI COIN OP	6.95	10.95	Army Moves		
Xor	7.95	5.25	Athena	7.95	5.50	Ace 2	7.00	10.95	Last Ninja	6.50	10.95	EXOLON	6.50	10.00	(SPECIAL OFFERS)		
Mario Brothers	7.95	5.25	Living Daylight	9.95	6.75	Pirates	11.95	15.95	Jack Nipp II	6.75	10.95	ELITE HIT PAK 6	6.50	10.95	SUPER SOCCER		
Short Circuit	7.95	5.25	Zynaps	7.95	5.25	Freeze Frame 3	(Cart)	33.95	Gunship	10.95	14.95	STARGLIDER (PCW)	N/A	19.95	Space Harrier+		
Renegade	7.95	5.25	Shockwave Rider	7.95	5.25	Expert Cartridge	N/A	25.95	Destroyer	N/A	10.95	LAST NINJA	7.25	11.95	Hit Pak 6+		
Ace	9.95	7.00	Gauntlet	8.99	6.25	Death or Glory	6.25	10.95	Trap Door	5.50	N/A	SHADOWS MORDOR	6.50	10.95	Gauntlet +		
Ace 2 (48k)	8.95	6.25	Shadow Mordor	7.95	5.25	Bubble Bobble	6.50	10.95	Knight Orc	11.95	11.95	PLAN IT (PCW)	N/A	20.95	Army Moves		
Ace 2 (128k)	9.95	7.00	Slap Fight	7.95	5.25	Slap Fight	6.25	10.95	Nemises	6.25	10.95	URIDUM/PARADROID	6.25	10.00	(PCW) 16.95		
Sabateur 2	7.95	5.45	Game Over	7.95	5.25	The Pawn	N/A	14.95	Elite Hit Pak 6	6.50	10.95	ELITE HIT PAK 6	6.50	10.95	SKY RUNNER +		
Tai Pan	7.95	5.25	Bubble	8.99	6.25	Elite 6 Pak	6.75	10.95	Trantor	6.75	10.95	STARGLIDER (PCW)	N/A	19.95	Last Ninja		
Wizball	7.95	5.25	Last Ninja	9.95	6.50	Arkanoid	6.00	10.00	Star Games II	6.75	11.95	SHADOWS MORDOR	6.50	10.95	HIT PAK 6+		
Dracula	9.95	6.75	Wiz	7.95	5.25	Wiz	6.75	10.95	Graphic Ad Cre	17.95	22.95	PLAN IT (PCW)	N/A	20.95	ARMY MOVES		
Sky Runner	9.95	6.50	Deathscape	8.99	6.25	Defender Crown	N/A	11.95	Uridum/Paradroid	6.00	N/A	SABATEUR 2	6.25	10.00	Gauntlet +		
High Frontier	9.95	6.50	Sigma 7	7.95	5.25	Army Moves	6.25	10.00	Mega Apocalypse	6.75	10.95	ANARKOID	6.50	11.95	BOMBJACK 2		
Elite 6 Pak	9.95	6.75	Survivor	8.99	6.25	Zynaps	6.25	10.00	Silicon Dreams	10.95	14.95	PAPERBOY	6.50	10.95	(All of the above on- Cassette only)		
Samurai Trio	9.99	6.75	Exolon	7.95	5.50	Shadow Mordor	6.25	10.95	Jewels Darkness	10.95	14.95	BIG FOUR	6.95	10.95	NEW		

Post & Packing Inc. Overseas Orders Please Add 75p per tape, Mail Order only. Cheques/postal orders

(Sterling only please) Made Payable to:

DISCOUNT SOFTWARE, Dept 3, 210 Nicholls Tower, Harlow, Essex, CM18 6EF
TELEPHONE (0279 29076) WEEKDAYS ONLY PLEASE



PIRATE SOFTWARE

THE GOLD AND SILVER THAT'S WELL WORTH THE HUNT!!

PIRATE - THE NEW NAME IN BUDGET SOFTWARE

CALL ME PSYCHO

SIO21/K0987 - Code name PSYCHO - a mega battle Droid pitched into battle with Professor Jabberwocky to stop humanity being transformed to lumps of gunge.

Spectrum 48/128 Pirate Silver £1.99

HOLIDAY IN SUMARIA

A nightmare journey of the last package tour to the planet Sumaria. Sid must face and conquer the mighty Minotaur as he attempts to escape and return to Bognor.

Spectrum 48/128 Pirate Gold £2.99

SMASHOUT

Pilot your entombed spacecraft from the core of the planet Zoltan smashing through rock strata and gravitational fields. Fast and Slow option and an ability to make your own planet using a full screen editor.

Spectrum 48/128 Pirate Silver £1.99

TRIVIAL FRUIT

"Probably the best budget trivia game ever." Hundreds of questions included and an opportunity through 'Questions Editor' to add your own. 1-4 players and features individual or team options.

Commodore 64 Pirate Gold £2.99

START LOOKING NOW!



24 HOUR

COMPUTER REPAIRS

SINCLAIR

QUALITY APPROVED REPAIR CENTRE

and

COMPUTER SPARES

HOW TO GET YOUR SPECTRUM REPAIRED FOR ONLY £19.95

CALL IN AT OUR
MANCHESTER CITY
CENTRE BRANCH FOR
WHILE YOU WAIT
REPAIRS AND SPARES

ORDER NOW
USING ACCESS

SPECTRUM (ONLY)
KEYBOARD
REPAIRS £10.00
THE CHEAPEST
AROUND

THE NO. 1
REPAIR CENTRE
IN THE U.K.
OTHERS FOLLOW

WHILE YOU
WAIT SERVICE
CALL FOR APPOINTMENT

TEN ★ REPAIR SERVICE

- ★ While you wait Spectrum repairs £22.50.
- ★ Also spare parts over the counter
- ★ All computers fully overhauled and fully tested before return.
- ★ Fully Insured for the return journey.
- ★ Fixed low price of £19.95 including post, packing and VAT. (Not a between price of really up to £30.00 which some of our competitors are quoting). (Mail order only)
- ★ Discounts for schools and colleges.

BEST SERVICE

BEST PRICES!

ARE YOU ANOTHER CUSTOMER - fed up waiting weeks for your estimate?

Need your computer repaired fast? Then send it now to the Number One Repair Company in the U.K., or call in and see us at our fully equipped 2,500 square foot workshop, with all the latest test equipment available. You are more than welcome. We will repair your computer while you wait and help you with any of your technical problems. Commodore computers repaired for only £35.00. Please note we give you a 100% low fixed price of £19.95 which includes return post and packing, VAT, not a between price like some other Repair Companies offer. We don't ask you to send a cheque in for the maximum amount and shock you with repair bills £30 upwards. Don't forget we are Amstrad approved for quality and speed, don't risk your computer to any other unauthorised repair centre. We don't just repair the fault and send your computer back, we give your computer a:-

OVERHAUL WITH EVERY REPAIR WE DO:-

We correct Colour, sound, Keyboard. Check the loading and saving chip, Put new feet on the base if required. Check for full memory, check all sockets including ear/mike and replace where needed. All for an inclusive price of £19.95 including VAT, all parts, insurance and post and packing. No hidden extras whatsoever. We don't have to boast too much about our service as we have thousands of customers from all over the world highly delighted with our service. A first class reputation for speed and accuracy. Don't forget, we also now have a Service Branch in Manchester City Centre for while you wait service.

URGENT NOTICE Don't be misled by adverts showing 'between prices.' A recent complaint against a Manchester repair firm, Mancomp, was upheld by the Advertising Standards Authority on two counts, "It had stated BBC repairs between £14 and £45 then charged the customer £85." Their guarantee policy was misleading as it did not make clear that all repairs were not covered.



JOYSTICK &
INTERFACE
PACK



COMMODORE
POWER
SUPPLY

Commodore
replacement power
transformer £29.00
plus £1.50 D & P

USE ANY
JOYSTICK WITH
YOUR SPECTRUM + 2
SINCLAIR JOYSTICK ADAPTOR FOR
CONNECTING SPECTRUM + 2
COMPUTERS TO MOST JOYSTICKS

POST +
PACKING
CHARGES UK ONLY
OVERSEAS
POST +
PACKING
CHARGES PLEASE
WRITE FOR
QUOTE



Access

Ltd.

Mailbag.

● For the past two years I have been an avid reader of your mag. In this time I have seen many changes in C+VG and computers in general. Most of these changes have been good, especially the improved news and letters pages except for the replies from non-entities.

The new 16 bit machines are also impressive. In your April '86 issue the Amiga vs ST challenge was held in which the Amiga came out on top by a mile.

So what has changed in 18 months. In the September '87 issue the Editor told a reader to get an ST because they are cheap and he likes them!

The new A500 is a brilliant machine at an amazing price, and, for Richard Monks, you CAN use an A500 with a T.V. Taking all of this into consideration, I find it hard to see why you are displaying a marked bias towards an inferior machine.

If Atari want their product advertised they should pay for a real ad like everyone else, and not get the Ed to do it for them.

*Paul Colliss and Adrian Briers
Leicester*

Editor's reply: I speak as I find Paul and Adrian, and gave Richard my opinion. We can still have opinions, can't we? You like the Amiga — I like the ST — 'nuff said!?

● Konami Software Club, produces a monthly newsletter about Konami activities.

Each newsletter there are reviews of new computer and arcade titles being produced by Konami, gaming hints, features and a whole lot more. The subscription price is just £3.95 per year U.K., overseas rates on application. With the newsletter members will receive a membership card

with their own personal number, which will allow them to take advantage of merchandise discounts.

Membership has proved popular with MSX owners, although we will be reviewing and including news on other micros. In addition to Spectrum, Commodore and Amstrad, we will be covering the MSX, C16, Einstein, and 16-bit machines, together with games consoles.

Any interested readers are invited to send a 9 by 4 SAE for an application form and details Konami Software Club
Bank Buildings
17 Bank St.
Newton Abbot
Devon
TQ12 2JL
Mark Smith,
Devon

Editor's reply: Sounds like a good deal...

● We were really chuffed when we read the review of our adventure, Dusk Over Elfinton, in our local John Menzies. We were so over-the-moon about it in fact that we bought two copies of your mag to treasure for the rest of our lives.

We were a bit disappointed, however, as a few bugs crept into the review, namely our name & address. We know that we have a weird address as we live in Wales, but we printed it enough times so you should have got it right!

For everyone who so desperately wants to buy a copy of *Dusk*, it costs £2.95 on cassette — also on Microdrive for £4.95 — and our correct address once again is: Bandit Video Games, 1 Glanmorfydd House, Cwmgarw Road, Rhosaman, Ammanford SA18 1DP. Tel 95 824803.

Also, the quest for the Orb is only one of the aims in the first

part of the adventure. The main aim in this part is to free the Wizard, while the overall aim in *Dusk* is to rescue the Wizards castle from the rule of the Lizardmen and consequently discover a means of returning to your own time.

*James E. Hooper & D. Harper
Ammanford.*

Editor's reply: Well, it IS a dodgy address...

● I went through all this drivel about five years ago as a BBC owner, and now, having bought an Atari STFM, find the same old problem raising its extremely ugly head again. I am referring to the price of games software.

Virtually all software houses price their software on the principle of the better the computer, the higher the price. To a certain extent, this is fair enough, as it takes more time and skill to program a finer production on the more powerful computers.

As regards the ST and Amiga, it seems to be standard policy to price these versions at nearly twice the price of the already over priced Amstrad disc version, at around £25.

Mastertronic, seemingly one of the few honest software houses, have proved that selling at £2.99-£4.99 brings massive sales, and has made them one of the richest houses.

Do Sub-Logic — wonderfully appropriate name — really think that selling *Flight Simulator II* at £50 will bring in more profits than they would get selling at £10-15? Surely they would sell ten to twenty as many copies at this price.

For once, will the software houses use their commonsense and price all of their excellent titles as only Mastertronic know how.

So, there are two paths open to us games players — have a

massive write in protest, or better don't buy any software above £10 in price, unless it consists of a gold or platinum disc.

*Colin Campbell
Belfast*

● I feel that the average age of your reader has started to become younger. Why? Well, looking thru this month's copy of C+VG everyone seems to be saying what I say is best and everything else is crap.

It's a well known syndrome — Narrow Minded Obnoxiousness and by looking at the replies to some of the letters I can see also that the symptoms are showing in you also.

A few views that I would like to express are — Jerry Paris needs a script editor. You also need your style sorted out and spelling mistakes. On the whole, Mark Bromley does the best artwork for your covers. You mention you did have a strategy section, but I could not find it anywhere. I would welcome it as I sick to death with killing aliens with plans on universal slavery available to everyone. I think Wayne also deserves more than a page as he seems to be getting more followers every issue. Your heavy metal section is... well it's there.

Although I don't read it myself, I don't carp and moan about it. A quick word to Wim de Gent, The Sisters split in 85/86, long live the Sisterhood.

Back to the point. Nipples! Yes they were invented long before computers and as the average age of your readership is 16, everyone knows what they are.

Out of the two computer mags I buy, one has an inferiority complex. Why the constant bitching against each other? What does it achieve.

Zzap is on a downer at the mo, so don't add injury to insults just get on with your job, trying to keep everyone happy, or me at least. On the whole, your mag seems the more intellectual of the two, although you do have your moments.

Advice please. As I said earlier, I'm sick with the current state of software for the C64, so do I — buy a disk drive for it or flog it and all my games and buy an ST FM. Please make a serious attempt at answering as my funds are short — of course you could give me a job helping Wayne with his workload.

Information please — when I had my Speccy in the old days, I had a great game for it called Rebel Star by Firebird.

Now I wrote to them asking if any plans for a conversion were in the line. The answer I received wasn't worth the paper it was printed on.

Please kick some ass up there and get it done, throw your weight around, stick your fingers down your throat, just get some intelligent response from them. I'm not a kid, so don't treat me like one.

One more moan — not a month goes by without one company or another obliterating the pages of the mags I read with their glossy double page hype and this months "essential purchase".

It's funny how worked up you can get, typing. Anyway, I have nothing but contempt for the companies who rely on image rather than a well thought out intelligent game, if

there is such a thing. Perhaps a P.R. officer could be invited from each of the companies to answer some queries from people who've been ignored by them.

It would certainly do their image no harm. I think I'd better leave it at that until some sparks off my prose again, I think I'll be writing again soon, so be prepared for another onslaught. A quick message to all Sisters fans — burn!

Andy F
Bristol

Editor's reply: What an epic! Enough points in there to keep you all busy replying for at least the next couple of issues.

● We regularly read your magazine here in Holland and when a problem arose we naturally thought of you as being the people to help. Here goes.

At the moment there is a Norman Wisdom series on BBC2 on Monday evenings. Might it be possible for you to give us an address of a video club in Britain who can send us a VHS video of these Norman Wisdom movies especially the first one shown at the beginning of July called *The Square Peg*.

We hope you can help us with the above or inform us what we can do to obtain the video. Thanks!

J. M. Rost

Holland

Editor's reply: Well, there's no accounting for taste — why you want Norman Wisdom on tape is beyond me! But there may be some other nutters out there who can help you out.

● After purchasing an Amstrad DMP 2000 printer and an interface usable with a Spectrum+ computer, I am having a few problems. In the back of the manual there is a chapter about printing graphics but this section does not tell me how to print graphics from the computer. I have tried printing a program with graphics in it but where the characters should be are question marks. Can anyone help.

Miss R. T. Monument
Norfolk

Editor's reply: Well, can anyone give Miss Monument a sensible answer. We can't!

● Why does it seem all your competitions are drawing ones. Can't you have essay comps or a competition trivia quiz. Where's the Bug Hunters?

Like the new articles, though I'm not too sure of the music pages. Personally I like heavy metal but I also like rap, indie, soul and some chart stuff as well. So why can't you cater for these and other forms of music. Like explaining all those forms of music as well as a

general music summary.

J. J. Cool Jazz
Billinge

Editor's reply: All our comps aren't painting ones — but you should see the response when we do hold one! The Bug Hunters have gone to that great comic graveyard in the sky as Mr Paris moves on to bigger and better things — but watch for a brand new strip starting soon.

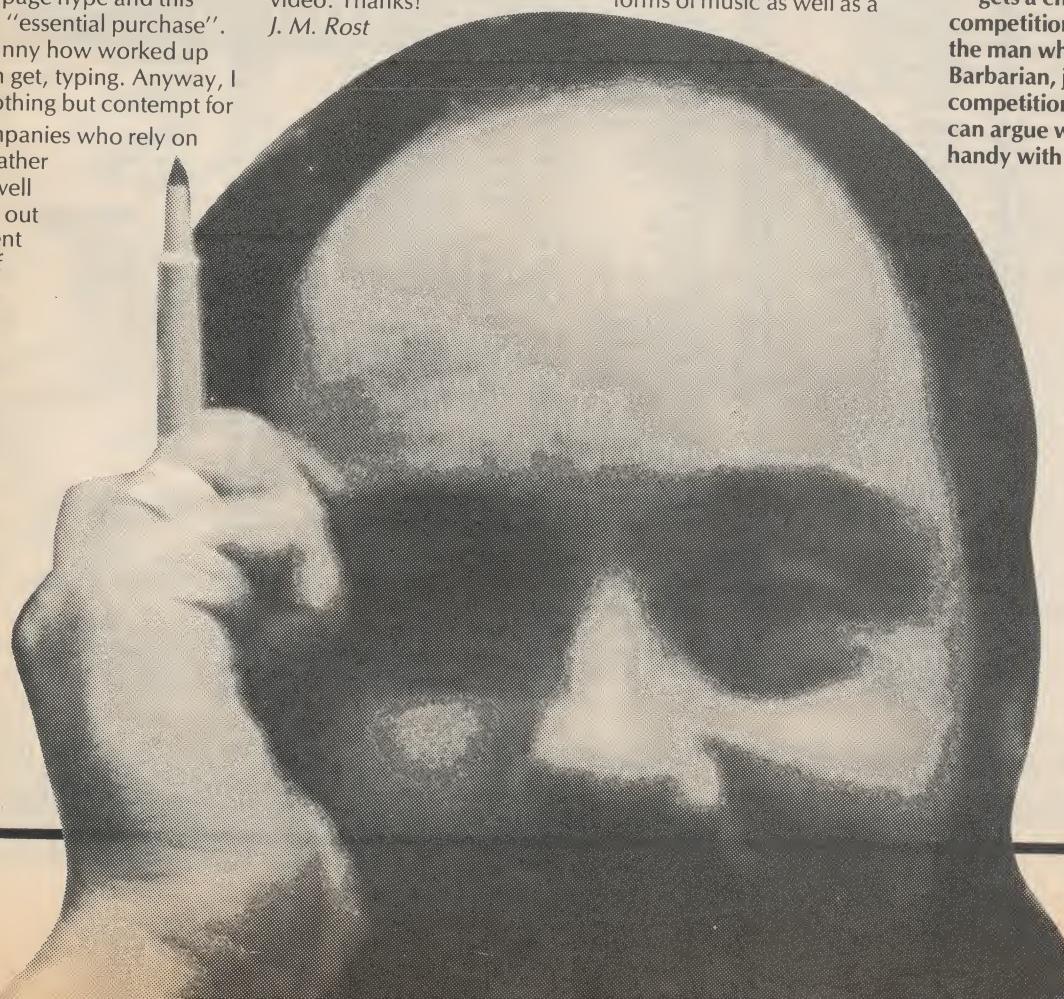
● I think that the judgements of the Barbarian and Xevious competition was a little bit unfair, especially the Barbarian one. People spent so much time and effort drawing their pictures and at the end they get beaten by four- and five-year-olds who I bet only spent one hour at the most to do theirs. Why can't William Lee Wah Kan be a winner for once? He's been a runner-up quite a few times! Could the artists have their pictures back if they ask for them?

My kid spent quite a few days on his and at the end he got nowt, not a sausage. Next time I'll get my three-year-old cousin to do the drawing.

Chun Wah Kong
Cheshire

Editor's reply: How do you know they only spent an hour? Everyone — despite their age — gets a chance to win C+VG competitions. Steve Brown, the man who designed Barbarian, judged the competition for us — so you can argue with him if you're handy with a broadsword.

And if you enclose an SAE you'll get your entry back.



To order and receive up to date list of available stock please send cheque/Postal order payable to Software Supersavers. All orders will be sent by 1st class mail in high quality packaging. Please be careful to quote your full name and address, the make and model of your computer, and to use block capitals for your order to avoid confusion. P&P inc UK. Please add £1 per tape overseas

SOFTWARE SUPERSAVERS

102 HIGH STREET, BRENTWOOD
ESSEX CM14 4AP

PLEASE ORDER EARLY

The prices shown in this advert are set at a special low level as an introductory offer and will be valid for ONE MONTH only from date of publication.

SPECTRUM		Nemesis.....	5.20
Army Moves	5.20	Nemesis the Warlock	6.00
Armageddon Man	9.00	Paperboy.....	5.20
Ace.....	3.00	Potty Pigeon	1.50
Acrojet.....	2.50	Prodigy.....	2.50
Adv Art Studio (128)	20.00	Pyracurve	1.50
Arkanoid	5.20	Prohibition	6.80
Art Studio (48)	10.00	Pawn (128)	10.00
Aviation	1.50	Road Runner	6.20
Athena.....	5.20	Rescue Fractulus	2.00
Ace II	6.20	Runestone	1.50
Barbarian.....	6.80	Riddlers Den	1.50
Battle of Planets	2.00	Starglider	10.00
Battleships	5.20	Sentinel	6.80
Butch Hard Guy	2.00	Starfox	6.80
Bubble Bobble	5.20	Side Wize	5.20
Classic Collection	3.50	Star Games Two	6.80
Comet Game	1.50	Silent Service	4.00
Crystal Castles	2.50	Short Circuit	4.00
Catch 23	5.20	Star Games Ones	4.00
Contact Sam Cruise	2.50	Shockway Rider	3.00
City Slicker	1.50	Slapfright	5.20
Centurians	6.20	Saboteur II	5.20
Dan Dare	3.50	Superbowl	2.50
Catch 23	5.20	Startrek	1.50
Death Wish III	5.20	Silicon Dreams	9.00
Dragonslayer	3.00	Stifflip & Co.....	6.80
Dragonatorc.....	1.50	Solomons Key	6.20
Eidolon	3.00	Trantor	6.20
Elite 6 Pack	6.80	Trivial Pursuit	10.00
Elite Trio	5.00	TP Baby Boomer	7.50
Elite 6 Pack II	6.80	Twister	1.50
Enduro Racer	6.80	The Planets	1.50
Equinox	1.50	Tank	5.20
Exolon	5.20	Tau Ceti	2.00
Express Raider	6.20	Thing Bounces Back	5.20
Elite	6.80	Tournament Snooker	2.00
Firelord	2.00	Terra Cresta	2.50
Fatworm	2.50	Thanatos	2.50
F15 Strike Eagle	6.80	Tai Pan (128)	5.20
Final Matrix	3.00	Trailblazer	2.50
Five Star 2	4.00	Uridium	5.00
Frost Byte	1.50	Wonderboy	6.80
Future Knight	2.50	WC Leaderboard	6.20
Five Comp Hits	3.50	Wizball	5.20
Game Over	5.20	Xevious	2.50
Gauntlet	6.20	Zynaps	5.20
Ghostbusters	2.50	Zoids	2.50
Go to Hell	1.50	Renegade	5.20
Grange Hill	2.00	Mercenary	6.80
Guild of Thieves	10.00	Rebel	5.20
Gunship	6.80	World Games	6.20
Hacker (128)	2.50	Flunky	6.80
Hardball	4.00	Shadows of Mordor	5.20
Head Over Heals	5.20	Konami Coin Ops	6.80
Hive	3.00	Big 4	6.80
Hotshots	2.50	Gauntlet +3	9.00
Hybrid	6.80	Solid Gold	6.00
Hydrofool	5.20	Rygar	5.50
Implosion	6.20	Gunslinger	6.00
Impossiball	2.00	Gauntlet II	5.50
Indian Jones	6.20	Captain America	6.00
Indoor Soccer	2.00	StreetSport Basketball	6.00
Jewels of Darkness	9.00	Charlie Chaplin	5.50
Jack the Nipper II	5.20	720°	5.50
Krakout	5.20	Out Run	5.50
Last Ninja	6.20	Impossible Mission II	4.00
Living Daylights	6.80	Wizard Wars	6.00
Leaderboard	6.20	F'n'F Thunderceptor	6.00
Last Mission	6.20	Lazer Tag	6.00
Lightforce	3.00	Side Arms	6.00
Little Comp People (128)	5.00	Bravestar	6.00
Legend of Kage	2.50	Arctic Fox	7.00
Mario Bros	3.00	Bards Tale	7.00
Mask	6.20	PHM Pegasus	7.00
Metrocross	6.20	Ballbreaker	7.00
Now Games 4	6.80	Mandroid	7.00

CBM64

C D

Adv Music Studio	29.00
Art Studio	9.00 12.00
Adv Art Studio	17.00 18.00
Appollo 18	11.00 14.00
Arctic Fox	8.00 11.00
Airborne Rngr	10.00 15.00
Autoduel	15.00
Bravestarr	6.00 9.00
Bubble Bobble	6.00 10.00
Battleship	6.50 10.00
Ball Breaker	8.00 12.00
Bangkok Nights	6.50 10.00
Big 4 Vol 2	6.50 6.50
California Games	6.00 9.00
Captain America	6.00 9.00
Charlie Chaplin	6.00 9.00
Defender Crown	11.00
Elite 6 Pack II	6.50 10.00
Elite Pack	6.50 10.00
Elite	10.00 14.00
Empire	2.50 4.00
Fivestar 2	5.00
Gunslinger	10.00
Gauntlet	6.00 9.00
Guild of Thieves	15.00
Gryzor	6.00 9.00
Gunship	10.00 14.00
Heartland	2.00 4.00
Indian Jones	6.00 9.00
Infiltrator 2	4.00 7.00
Imposs Mission	6.00 9.00
Jaws of Darkness	9.00 9.00
Jack Nipper II	6.50 9.00
Knigt Orc	11.00 11.00
Lazer Tag	6.00 9.00
Myst of Nile	5.00 8.00
Music System	9.00 12.00
Mask	6.50 10.00
Mutants	3.00
Mega Apocalypse	6.00
Max Headroom	2.00
Out Run	6.00 9.00
On the Tiles	5.00 8.00
Ogre	15.00
Pawn	15.00
Prodigy	2.00
Quedex	6.50 10.00
Revs+	7.00 10.00
Rygar	6.00 9.00
Side Arms	6.00 9.00
Scary Monsters	5.00 8.00
Silica Dreams	9.00 9.00
Starglider	9.00 12.00
Supersprint	6.50 10.00
SideWize	6.00 9.00
Stealth Fighter	10.00 15.00
Sentinel	5.00 7.00
Trantor	6.00 9.00
Tenth Frame	2.00
Tag Wrestling	2.50
Victory Road	6.00 9.00
Wizard Warz	6.00 9.00
Wild Tourn Golf	8.00 11.00
720°	6.00 9.00

SEGA

Master System	95.00
Ligh Phaser with Cart	42.00
3D Glasses	45.00
Control Stick	13.00
My Hero	13.00
Ghost House	13.00
Teddy Boy	13.00
Transbot	13.00
Super Tennis	13.00
F16 Fighter	13.00
Action Fighter	13.00
Choplifter	17.00
Fantasy Zone	17.00
Block Belt	17.00
Pro Wrestling	17.00
Adv Con Set	17.00
Alex Kiddin Miracle Wld	17.00
Wonder Boy	17.00
Shooting Gallery	17.00
Quartet	17.00
World Games Prox	17.00
Secret Command	17.00
Astro Warrior Pitpot	17.00
Rocky	21.00
Out Run	21.00
Space Harrier	21.00
World Soccer	17.00
The Ninja	17.00
Gangster Town	17.00
Zillion	17.00
Enduro Racer	17.00
Missile Defence 3D	21.00
Zaxxon 3D	21.00

ATARI ST

Adv Art Studio	18.00
Addictball	10.00
Autoduel	18.00
Arctic Fox	16.00
Ace 2	13.00
Airball	19.00
Blue War	12.00
Bangkok Nights	19.00
Bravestarr	12.00
Barbarian	18.00
Bards Tale	20.00
Bubble Bobble	13.00
Charlie Chaplin	12.00
Chess Master 2000	20.00
Captain America	12.00
Defender of Crown	19.00
Degas Elite	20.00
Gauntlet 2	12.00
Guild of Thieves	18.00
Golden Path	13.00
Gauntlet	18.00
Impossible Mission 3	12.00
Indian Jones	13.00
Impact	10.00
Jewels of Darkness	13.00
Knight Orc	13.00
Marble Madness	16.00
Music Conset	20.00
Out Run	12.00
Ogre	14.00
Pawn	18.00
Road Runner	18.00
Solomans Key	12.00
Starglider	18.00
Silican Dreams	13.00
Sentinel	13.00
Star Trek	13.00
Sky Fox	16.00
Skull Duggery	16.00
Strikeforce Harrier	19.00
Supersprint	13.00

BLANK DISCS

10 x 5.25" SS/SD	7.00
25 x 5.25" SS/SD	13.00
100 x 5.25" SS/SD	48.00
10 x 5.25" DS/DD	9.00
25 x 5.25" DS/DD	17.00
100 x 2.5" DS/DD	75.00
10 x 3.5" DS/DD	12.00
25 x 3.5" DS/DD	26.00
100 x 3.5" DS/DD	90.00
10 x 3"	18.00
25 x 3"	40.00
100 x 3"	140.00

DISC BOXES

To hold 80 x 3.5" Discs	7.00
To hold 100 x 5.25" Discs	9.00

JOYSTICKS

Konix Speedking	10.00
Cheetah 125+	7.00
Cheetah Mack 1	12.00

Software is also available for the following machines. Please write in for lists

C16 Plus 4 MSX Atari 8-Bit Atari VCS Nintendo BBC Electron

TIMESOFT

35 London Road, Tooting SW17 9JR. Tel: 01-685 9849

FREE Blank Disk with every game!!!

COMMODORE 64/128	ATARI ST	AMIGA
Silent Service	Disks 8.95	Terror Pods 18.95
Enduro Racer	Starglider 8.50	Goldrunner 14.95
Toyshop	Crystal Cables 29.00	Faery Tale (Adv) 9.95
Printshop	Shuttle II 25.00	Flight Sim III 12.95
Zynaps	221B Baker St. 8.50	Deluxe Paint II 14.95
Quartet	Mercenary Comp 8.50	SDI 12.95
Wonder Boy	Degas Elite 8.50	Defender of Crown 23.95
Baseball	SDI 8.95	Hardball 22.95
GFL Football	TNT 8.95	PAC Boy 15.95
Breakers	Road Runner 14.95	Cruncher Factory 7.50
Brimestone	Super Tennis 14.95	Chessmaster 2000 14.95
Mag Max	Hardball 7.50	De-Luxe Print 17.95
Mario Bros.	Star Raiders 7.50	12.00
Portal	Gato 14.95	21.95
Paperclip	Arena 19.95	17.95
Thing Bounces Back	Gambler 7.50	Space Harrier 9.95
Spy v Spy III	Pro-Sprite Design 7.95	Rocky 29.95
Moominist	Sidewalk 14.95	Secret Command 15.95
Hollywood Hi-Jinx	B'dash Cons. Set 14.95	Wonderboy 15.95
Nemesis Warlock	Tai-Pan 7.95	Light Phaser 15.95
Leaderboard Exec.	Tee-Up Golf 8.95	Master System 5.95
		99.95



Cheques/P. Orders payable to:

TIMESOFT

24 HOURS ORDERING SERVICE.

All Prices included P&P (overseas +£1.50)



Attention All Adventurers!

INFOCOM
SSI
MICROPROSE
MINDSCAPE
MICROLEAGUE
SPORTS
ORIGIN
BRODERBUND + ACTIVISION
SIMULATIONS CANADA
ACCOLADE
DKG
ACCESS
SIERRA

MICROSOFT
DATASOFT
AVALON HILL
Epyx
SSG
SubLogic
Electronic Arts
Accolade

**Wargames
Adventure
Simulation
Specialists!**

**Run by Enthusiasts
for Enthusiasts**

**We Stock: (DISC)
Atari/ST — Apple II
Commodore/Amiga
IBM/Amstrad PC**

Mail Order Anywhere or Visit Our Retail Store
Send £1 for Catalogue (Refunded with 1st Order)



Call in for a Coffee & a Chat!



COMPUTER ADVENTURE WORLD
1A Charing Cross, BIRKENHEAD L41 6EJ, England
Telephone 051 666 1132 (Mon/Sat 10am-5pm)

SPEEDYSOFT

The Fastest Mail Order Service Available

Fantastic Offers for New Members

Software for ONLY £1.00 & £2.00

Choose upto a maximum of 5 titles at the incredible prices below:

Spectrum
£1.00

River Rescue
Stage coach
Tower of Evil
Attack of the
Killer Tomatoes
Supersleuth
Orc Attack
Braxx Bluff 3D
+80 VAT Manager
Special Delivery
Space Walk
Formula I Simulator
Jasons Gem
Sinbad and the
Golden Ship
Universal Hero
Pippo
Hyperbowl
Future Game
Master Chess
Video Poker
Bump, Set, Spike
Jackie & Wilde
Galletron
Woflan

2.00

Express Raiders
Crystal Castle
Miami Vice
Xarq
Kronis Rift
Dandy
10 Frame
Arc of Yesod
Tempest
Kinetic
Gunfight
Explorer
W.A.R.
Howard the Duck
I.C.U.P.S.
Revolution
Butch Hard Guy
Hardball
The Comet Game

Robin of the Wood
America's Cup
Challenge
Prodigy
The Eidolon
It's a Knockout
Mario Bros.
Superstar Ping Pong
Arc of Yesod
Uchi Mata
Explorer
Chameleon
Dandy
Jumping Jimmy
The Great Escape
Highlander
W.A.R.
Infodroid
Rambo
Rock N' Wrestle
Fighting Warrior

£2.00

Mario Bros.
Yie Ar Kung Fu
Miami Vice
Howard the Duck
Impossible Mission
10th Frame
World Series
Baseball
Tarzan
Contamination
Rhunestone
The Great Escape
Shadowfire
Heavy on the Magick
Nodes of Yesod
Genesis
Impossiball
Revolution
Ping Pong
Dandy
Infiltrator

★ Order despatch within 48 hours.
★ We accept Access, Visa, Mastercard and Eurocard.

★ Orders accepted by telephone between 9.30am to 7.30pm-
Monday to Saturday. Just telephone: 056 45 5975.

★ Free membership if you order any of the above titles.

★ Overseas orders welcome.

★ Established 5 years. We also cater for BBC, Electron, AMS,
PCW, & MSX.

★ Members receive catalogues regularly.

To order just fill in below. Please print clearly and do not forget to
enclose either cheque or postal order made payable to

Speedysoft, 15 Lady Byron Lane, Knowle, Solihull, West
Midlands B93 9AT or fill in credit card details.

Name..... Comp Type.....

Address.....

.....

Visa/Access/Mastercard/Eurocard

Card No.

Title _____ Price _____

1. _____

2. _____

3. _____

4. _____

5. _____

Post & Packing	£1.00
Grand Total

Please remember only up to a maximum of 5 titles.

DON'T MISS CU'S BIG FAT TAPE SPECIAL



ON SALE
OCTOBER 26th

Commodore User's Big Fat Preview Special features three playable demos of top coin-op converts - Flying Shark, Buggy Boy and 720°.

No cover price hikes to pay for the tapes either. A gift from us to you. Inside you will find more games reviews than any other magazine by top writers Mike Pattenden, Gary Penn, Ken McMahon, Ferdy Hamilton, Bohdan Buciak, Bill Scolding and many more.

Nick Kelly's Arcades keeps you posted on coin ops and there are stacks of compos. In fact there is so much in this issue you would be a total not to rush down to your news agent and place your order right now.

COMPUTER ANGLE

The leading 16 bit Software/Hardware dealer

NOW IN STOCK — AMIGA A500

With free Software including free modulator, mouse mat, Startkit and deluxe paint, all for the amazing price of £525.00 inc VAT

ALSO IN STOCK — ATARI STFM 520

with free software for £279.00 inc VAT

Amiga Software

Our Price

Marble Madness	24.00
Karate Kidd II	20.95
Indiana Jones	17.95
Pack Boy	9.95
Mindbreaker	9.95
Space Fighter	9.95
Shooting Star	9.95
Rocket Attack	9.95
Barbarian	20.00
Terrorpods	20.00
Ancient Mariner	19.00
Knight Orc	18.00
Space Battle	7.00
OGRE	17.00
Moebius	17.00
Tai-Pan	17.00
Faery Tale	20.00
Road Runner	19.95
Gauntlet	18.95

Atari Software

Our Price

Gold Runner	21.95
Karate Kid II	20.95
Indiana Jones	17.95
T.N.T.	18.00
Road Runner	19.95
Int. Karate	17.50
F15 Strike Eagle	20.95
Airball Con. Kit	20.95
Barbarian	20.00
Terrorpods	20.00
Ancient Mariner	19.00
Tai-Pan	17.00
Adictaball	17.50
Perfect Match	20.00
Gauntlet	17.00
Hades Nebula	20.00
Star Trek	14.95
M.G.T.	19.95
Alternate Reality	20.00

Cinema Ware Software

SDI	26.00
Defender of the Crown	26.00

Sinbad Throne of Falcon 26.00
King of Chicago 26.00

All titles available on Amiga. SDI available on Atari

Infocom adventures in stock. American Software available. Full range of business products backup utilities. Commodore 64s and software in stock. For price lists and information ring.

Harlow (0279) 369567

Cheques postal orders made payable to:

COMPUTER ANGLE
Unit A, 31 Amherst Lodge, Bramble Rise,
Hodings Road Harlow, Essex CM20 1EE

FOOTBALL & CRICKET

SPORTS SIMULATIONS FROM E & J SOFTWARE (Established 3 Years)

4 Classic Strategy games from E & J Software, packed with GENUINE FEATURES to make them the most REALISTIC of their kind.

CRICKET MASTER — A SUPERB SIMULATION OF ONE DAY INTERNATIONAL CRICKET — Features: Weather, Wicket, Outfield Conditions, Batting/Bowling Tactics, Team Selection, Select Field Layout, 3 Types Bowler, 4 Types Batsmen, Batting/Bowling Analysis, Scoreboard, Wides, No Ball, Misfield, Dropped Catches, LBW appeals, 3 Skill Levels, STAR FEATURE Complete Match Overview including ball by ball commentary * * PLUS MANY MORE FEATURES. PRICE — SPECTRUM 48/128K ONLY £7.95 including FREE SET OF SCORE SHEETS.

Premier II — AN EXCITING FOOTBALL LEAGUE GAME — Features: Select Team, Play all teams Home and Away, Full Squad Details ALL TEAMS, Injuries, Team styles, In-match subs, Goal scorers recorded, Transfer market allows approach to any player in league, Job Offers, Team Morale, Financial problems, Transfer Demands, 7 Skill Levels, Managers Salary, Attendances. PRICE — 48/128K Spectrum £6.95; Amstrad CPC £7.95 ALSO PREMIER LEAGUE for the 64/128K Commodore, includes many of the features of Premier II. PRICE £5.50

WORLD CHAMPIONS — A COMPLETE WORLD CUP SIMULATION — From the first friendlies, qualifying stages, local matches right up to FINALS — Selected from squad of 25 players, 2 In-Match subs, Discipline table, 7 Skill Levels, Select Friends & Your Opponents. COMPREHENSIVE TEXT MATCH SIMULATION includes Goal Times, Bookings, Named/Recorded Goal Scorers, Sending off, Corners, Free kicks, Penalties, Injury time, Match Clock, and MORE! PRICE — 48/128K Spectrum £6.95; 64/128K Commodore £7.95

EUROPEAN II — CAPTURES THE FULL ATMOSPHERE OF EUROPEAN FOOTBALL — Features: Home & away legs, Away goals count double if winning 2 or more goals, 7 Skill Levels, FULL PENALTY SHOOT-OUT WITH SUDDEN DEATH, Team Selection, Disciplinary table, SUPERB TEXT MATCH SIMULATION INCLUDES Named/Recorded Goal Scorers, Free Kicks, Corners, Penalties, Goal Times, Bookings, Disallowed Goals, Injury Time, Sending Off & MORE. PRICE — 48/128K Spectrum £6.95; 64/128K Commodore £7.95

FANTASTIC VALUE: BUY ANY 2 GAMES DEDUCT £2 FROM TOTAL
BUY ANY 3 GAMES DEDUCT £3 FROM TOTAL
BUY ALL 4 GAMES DEDUCT £5 FROM TOTAL

ALL GAMES AVAILABLE ON TAPE FOR IMMEDIATE DESPATCH BY FIRST CLASS POST

From: E & J SOFTWARE, Room 5, 37 Westmoor Road, ENFIELD, Middlesex EN3 7LE



MAIL-SOFT

Access

★★★★★ SIMPLY THE CHEAPEST MAIL ORDER COMPANY ★★★★★

★★★★★ SPECTRUM ★★★★★	★★★★★ SPECTRUM ★★★★★	★★★★★ SEGA SYSTEM ★★★★★	★★★★★ COMMODORE 64 ★★★★★	★★★★★ COMMODORE 64 ★★★★★	★★★★★ AMSTRAD ★★★★★
BATTLESHIP.....	5.40	EXPLODING FIST II.....	6.50	SEGA MASTER SYSTEM.....	99.95
*DRUID II.....	5.40	STAR WARS.....	6.99	LIGHT PHASER + CART.....	44.95
BARBARIAN.....	6.95	NOT A PENNY MORE.....	10.95	MY HERO.....	14.95
IMPOSSABALL.....	6.50	*OUT RUN.....	6.99	BUBBLE BOBBLE + DISK.....	6.99
SPY V SPY II.....	6.99	SLAINE.....	6.50	BATTLESHPES + DISK.....	6.99
CONFLICT 1.....	9.99	MYSTERY OF THE NILE.....	5.25	TRANSBDT.....	14.95
MASK.....	5.75	*GAUNTLET II.....	6.99	SUPER TENNIS.....	14.95
THE FINAL MATRIX	5.99	ZILLION WAR.....	7.25	F16 FIGHTER.....	14.95
GAUNTLET	6.50	ACE II.....	6.60	ACTION FIGHTER.....	19.95
SUPER SPRINT	6.99	ACE II — 128K.....	6.60	CHOPPLIFTER.....	19.95
TANK.....	5.50	RINGWORLD.....	6.50	*OUT RUN.....	24.95
NEMESIS.....	5.50	STRIKE F. HARRIER.....	6.50	BLACK BELT.....	19.95
RYGAR.....	6.50	HEADCOACH.....	2.99	PRO-WRESTLING.....	19.95
GRYZOT.....	5.50	DURELL BIG 4.....	6.99	ROCKY.....	24.95
RED L.E.D.....	6.50	ATHENA.....	5.50	WONDER BOY.....	19.95
ELITE.....	6.50	ANNALS OF ROME.....	9.99	SHOOTING GALLERY.....	19.95
THEATRE EUROPE	4.99	BUGGIE BOY.....	5.50	QUARTET.....	19.95
SABOTOUR II.....	5.50	GAME OVER.....	5.50	WORLD GRAND PRIX.....	19.95
BATTLE OF BRITAIN.....	4.95	DURRELL 4 VOL II.....	6.99	SECRET COMMAND.....	19.95
GAMER SET + MATCH	9.90	LEADER BOARD.....	6.99	SPACE HARRIER.....	24.95
WORLD GAMES.....	6.99	BATTLEFIELD GERMANY.....	9.99	★★★★★ NINTENDO SYSTEM ★★★★★	
WORLD CLASS L/BOARD	6.98	COMET GAME.....	2.50	DELUXE SET.....	159.95
FREDDY HARDEST	6.98	SILENT SERVICE.....	6.99	CONTROLD. DECK.....	99.95
JACKEL.....	5.50	DURELL 4 VOL II.....	6.99	GYROMITE.....	32.95
SCALEXTRIC	6.99	GRAPHIC ADAPTER	18.95	STACK UP.....	32.95
*BANKOK KNIGHTS	5.40	JACK NIPPER II.....	5.50	DUCK HUNT.....	29.95
ELITE TRIO HIT PACK	6.99	STAR RAIDER II.....	5.50	GUM SHDE.....	29.95
T.T. RACER.....	6.99	FOOTBALL MANAGER.....	2.99	WILD GUNMAN.....	29.95
ARKANOID.....	5.50	SOLD A MILLION 3.....	6.99	EXCITIBE.....	29.95
CALIFORNIA GAMES.....	6.50	DESERT RATS.....	6.99	MACH RIDER.....	29.95
DRUID	3.99	JEWELS OF DARKNESS.....	9.95	WRECKING CREW.....	29.95
HYDROFOOL	5.50	SILICON DREAMS.....	9.95	GP2.....	19.95
PRESIDENT.....	2.99	CONFICT II.....	5.50	GP3.....	19.95
LAST NINJA.....	6.99	EXOLON.....	5.50	GP4.....	19.95
ANIMATOR 1.....	6.99	TRIVIAL PURSUIT.....	10.95	GP5.....	19.95
ENDURO RACER	6.99	METROCROSS.....	6.99	GP6.....	19.95
FOOTBALL DIRECTOR	6.50	ROBODRIVER.....	6.99	GP7.....	19.95
ROAD RUNNER	6.50	★★★ ACCESSORIES ★★★		GP8.....	19.95
ARTIST T1.....	10.95	10 x 3" DISKS.....	24.95	GP9.....	19.95
ADV ART STUDIO	17.95	RAM TURBO.....	12.95	GP10.....	19.95
WIZBALL	5.50	KUNG FU.....	19.99	GP11.....	19.95
RENAGADE	5.45	PINBALL.....	19.99	GP12.....	19.95
GUNSHIP	7.95	PLUS 2 LEAD.....	2.99	ACTION ASSORTMENT.....	19.99
SENTINEL	5.95	MULTIFACE 128.....	43.95	★★★★★ ATARI 8 BIT ★★★★★	
TAI-PAN	5.45	RAMPRINT + RAMWRITE.....	29.99	DRUID — D1.....	6.40
PAPER BOY	5.50	D.K.TRON'S LIGHTPEN.....	18.95	OUT RUN — D2.....	6.99
THE PAWN — 128K	9.95	AUTODUEL - DISK.....	14.99	ELITE TRIO PACK — D2.....	6.99
ARTIST T1 — 128K	13.95	CLU CLU LAND.....	19.99	BUBBLE BOBBLE — D1.....	6.99
I.C.K.U.P.S.	2.99	ICE CLIMBER.....	19.99	BATTLESHPES — D2.....	6.99
HYPERBALL	2.99	KUNG FU.....	19.99	TRANSBDT — D2.....	6.99
HEARTLAND	2.99	SILICON DREAMS — D2.....	9.95	TRIVIAL PURSUIT — D4.....	10.95
		PAWN — DISK.....	14.95	KNIGHT DRC — D4.....	13.95
		AVAILABLE ON DISK FORMAT — D1=£9.95, D2=£10.95, D3=£12.95, D4=£14.95		DEFENDER OF CROWN — D1.....	10.95
				LEADER BOARD — D1.....	10.95
				HITCHIKERS GUIDE — D1.....	23.95
				CONFICT I — D4.....	10.95
				MINI OFFICE — D4.....	13.95
				PAWN — D1.....	10.95
				MEAN CITY — D2.....	13.95
				MEAN CITY — D2 — D1.....	13.95
				MEAN CITY — D2 — D1 — D1.....	13.95
				MEAN CITY — D2 — D1 — D1 — D1.....	13.95
				MEAN CITY — D2 — D1 — D1 — D1 — D1.....	13.95
				MEAN CITY — D2 — D1 — D1 — D1 — D1 — D1.....	13.95
				MEAN CITY — D2 — D1 — D1 — D1 — D1 — D1 — D1.....	13.95
				MEAN CITY — D2 — D1 — D1 — D1 — D1 — D1 — D1 — D1.....	13.95
				MEAN CITY — D2 — D1 — D1.....	13.95
				MEAN CITY — D2 — D1 — D1.....	13.95
				MEAN CITY — D2 — D1 — D1.....	13.95
				MEAN CITY — D2 — D1 — D1.....	13.95
				MEAN CITY — D2 — D1 — D1.....	13.95
				MEAN CITY — D2 — D1 — D1.....	13.95
				MEAN CITY — D2 — D1 — D1.....	13.95
				MEAN CITY — D2 — D1 — D1.....	13.95
				MEAN CITY — D2 — D1 — D1.....	13.95
				MEAN CITY — D2 — D1 — D1.....	13.95
				MEAN CITY — D2 — D1 — D1.....	13.95
				MEAN CITY — D2 — D1 — D1.....	13.95
				MEAN CITY — D2 — D1 — D1.....	13.95
				MEAN CITY — D2 — D1 — D1.....	13.95
				MEAN CITY — D2 — D1 — D1.....	13.95
				MEAN CITY — D2 — D1 — D1.....	13.95
				MEAN CITY — D2 — D1 — D1.....	13.95
				MEAN CITY — D2 — D1 — D1.....	13.95
				MEAN CITY — D2 — D1 — D1.....	13.95
				MEAN CITY — D2 — D1 — D1.....	13.95
				MEAN CITY — D2 — D1 — D1.....	13.95
				MEAN CITY — D2 — D1 — D1.....	13.95
				MEAN CITY — D2 — D1 — D1.....	13.95
				MEAN CITY — D2 — D1 — D1.....	13.95
				MEAN CITY — D2 — D1 — D1.....	13.95
				MEAN CITY — D2 — D1 — D1.....	13.95
				MEAN CITY — D2 — D1 — D1.....	13.95
				MEAN CITY — D2 — D1 — D1.....	13.95
				MEAN CITY — D2 — D1 — D1.....	13.95

Pen Pal Page.

● I am an Italian boy very interested in the Amiga and C64. I am looking for new friends in Britain, or anywhere else. Please write in English or Italian.

Umberto Valentino
Viale della Alpi No 40
90144 Palermo
Italy

● I am a 18 year old boy from Holland. Besides designing computer graphics/sprites, I am also a graffiti artist. I would like to get in touch with other graffiti artists in the world to exchange tips, tags, photos, etc.

Elout de Kok
Her oosterveld 9
7907 GE Hoogeveen
Holland

● I am interested in a 15-17 year old female, C64 owner who is addicted to cassette version adventure games. Any race, country or height. Interested.

Please write. No Australians — please.

Hordak
4 George Cr
Port Macquarie
NSW 2444
Australia

● I would like to get in touch with other users of the Amiga. I have a A500 and promise that all letters will be answered.

Daniel Mostrom
Betsley 6
552 59 Jonkoping
Sweden

● Hi, my name is Mark and I own a C64. I would like to exchange info on the 64 with anyone in the world and also write about other interests. I have a disk drive and datasette

Mark Cassella
32 W. Forest Dr
Rochester
N.Y. 14624
USA

● Hello out there. I am the owner of a C64+4 and I just LOVE computers. I also like horror films, 2000 AD, adventure gamebooks, role playing etc. I am 12 and I would like a pen friend who loves having fun and who would swap hints and tips. So, if you want a psychotic, fun loving guy for a pen friend, please write. You can be any age, preferably no younger than 11.

Steven Hern
Tyne & Wear

● I have just bought at C128 over here in Malaysia. However, it is very frustrating to find out that there are very few 64/128 users 'practising their knowledge' here. I would like to get in touch with any users in the UK to find out more about this fantastic machine. If anyone is interested in swapping hints, advice or just wants to exchange "eastern-western ideologies on the 64" the write to me.

Calvin
PO Box 1032
Penang 10840
Malaysia

● I would like to advertise for a pen pal. I have an MSX computer I would like a penfriend anywhere in the world. I would like it to be a boy around 15 or over. My other hobbies are swimming, horse riding and reading. I also like music — especially the Police. I am 14.

Helen Bray
Devon

● Do not read this unless you are a genuine pen pal who is prepared to write regularly. I am 22 years old and own an Amstrad CPC 464. I would prefer pen pals from abroad, but will guarantee to reply to anyone who sends a photo.

Write soon and give me a break away from playing computer games non-stop!!
Dawn Lever
Sutton

● Hi, my name is Samereen. I am a 15 year old girl who owns a C64. I would like a penpal (female) aged 18 and over from all over the world who has experience in all computers and anything linked with them.

Also someone who can solve problems, have ideas for projects, excellent in programming, word processing, know about modems, prestel numbers viewdata system, etc. Anything, anywhere, everything about computers. I am also interested in the BBC although I don't own one. So fans, why not contact me.

Samereen
London

● Hi, my name is Keely and I am 12 years old and own a CPC 464. If you want to be my pen pal, and like American football, baseball and English football, write to me now.

Keely Bergquist
Liverpool

● I am a 12 year old Chinese boy. I own a Sega Master System and I would like to have a pen pal who owns a Sega. Please write now, as I am feeling lonely.

Peter
Luton

● Hi, I am an Australian guy and I am desperately searching for someone who owns the same machine as myself — C16. I am looking for people from all over the world to exchange letters and pokes. Write to me now.

Mark Demicoli
39 Balnarring Drive
St Albans 3021
Victoria
Australia

● My name is Kay Dharbanga. I am 16 years old and have a CPC 464. I would like to have anyone with any type of computer who's 16 and lives abroad as a pen pal.

Kay Dharbanga
Coventry



60 HIGH STREET HANHAM BRISTOL BS15 3DR
TEL: (0272) 604130

24 HOUR ANSWER PHONE FOR ALL QUERIES

ATARI ST

	RETAIL PRICE	OUR PRICE		RETAIL PRICE	OUR PRICE
ADVANCED ART STUDIO	24.95	19.00	TRAILBLAZER	24.95	19.00
ARIKANOID	14.95	12.50	ULTIMA III	24.95	19.00
BARBARIAN (Psygnosis)	24.95	20.00	TAI PAN	17.50	
BOULDERDASH CON SET	24.99	19.00	XEVIOUS	24.95	19.00
BRIDGE PLAYER 2000	19.95	18.75	221B BAKER ST	24.95	19.00
CHAMPION WRESTLING	24.95	19.00	TRACKER	19.00	
DEATHSTRIKE	14.95	12.50	AUTO DUEL	19.00	
EDEN BULES	24.95	19.00	OUTCAST	8.50	
FLEET ST PUBLISHER	115.00	90.00	LURKING HORROR	25.50	
FLIGHT SIM II	49.95	39.95			
FLIGHT SIM II SCENERY DISK 7	29.99	26.50	ALIEN FIRES	49.95	42.00
GAUNTLET	24.95	19.00	ARCTIC FOX	29.95	24.50
GOLDRUNNER	24.95	19.00	BARBARIAN	24.95	19.00
GUILD OF THIEVES	24.95	19.00	BORROWED TIME	24.99	19.00
HADES NEBULA	19.95	15.50	DEFENDER OF CROWN	24.95	19.00
HI-SOFT	79.95	70.00	DEMOLITION	9.95	8.75
HOLLYWOOD HINX	29.99	24.50	FAIRY TALE	49.99	44.00
JUPITER PROBE	14.95	12.50	FLIGHT SIM II	49.95	39.85
LEADERBOARD	24.95	19.00	GRANDSLAM TENNIS	49.95	42.50
LEADERBOARD TOURNAMENT	9.95	8.25	GUILD OF THIEVES	24.95	19.00
KNIGHT ORC	19.95	16.99	JEWELS OF DARKNESS	19.95	15.00
MEAN 18	24.95	19.00	KNIGHT ORC	19.95	16.99
MERCENARY COMPENDIUM	24.95	19.00	LEADERBOARD	24.99	19.00
METROCROSS	24.95	19.00	LEADERBOARD TOURNAMENT	9.99	8.75
PASSENGER'S IN WIND	24.95	19.00	LEATHER GODDESS	29.99	24.50
PRANTASIE II	24.95	19.00	MARBLE MADNESS	29.99	24.00
PIRATES OF THE BARBARY COAST	12.95	10.50	PHALANX	9.95	8.75
PLUTOS	14.95	12.00	PORTAL	34.99	28.00
PROCOPIY 1.41	35.95	29.95	SILENT SERVICE	24.99	19.00
PRO SOUND DESIGNER	57.44	43.50	SINBAD	39.99	32.00
PROHIBITION	19.95	15.50	STARGLIDER	29.95	24.00
ROAD RUNNER	24.95	19.00	STATION FALL	29.99	25.50
SILENT SERVICE	24.95	19.00	SONIX	79.95	70.00
SILICON DREAMS	19.95	15.50	THE PAWN	24.95	19.00
ST REPLAY	79.95	62.50	ULTIMA III	24.99	19.00
STARGLIDER	24.95	19.00	UNINVITED	29.95	24.00
STATIONFALL	29.99	25.00	SPACE BATTLE	9.95	8.75
STREET WIZE	19.95	16.99	BRIAN CLOUGH'S FOOTBALL	24.95	16.50
STRIKE FORCE HARRIER	24.95	19.00	DELUX PAINT 2	149.95	120.00
SUB BATTLE SIM	24.95	19.00			
SENTINAL	19.95	17.00			
THE PAWN	24.95	19.00			
TIME BANDIT	29.95	24.50			

**MOST PRICES QUOTED IN THIS MAGAZINE
CAN BE MATCHED FOR
SOFTWARE/HARDWARE PLEASE CALL**

All prices are inclusive of VAT and delivery inside the UK. Please make cheques, P/O payable to 'Lightspeed Software', all orders despatched with 24 hours, please allow 7 days.

USED HARDWARE

Spectrum 48K £38 Spectrum + £49
Spectrum 128K £79 Spectrum + 2 £99
Commodore 64 £99 Others: Please phone

A wide range of peripherals always in stock.
Please phone for prices etc.

USED SOFTWARE BARGAIN PACKS (Spec & 64)

10 Different £10 20 Different £17

Please state machine when ordering
State preferences (Arcade, Adventure, Mixed).
Send a list of your own collection so we know what not to send.

REPAIRS, SPECTRUM £15 OTHERS: PHONE

All our used products are in good to excellent condition and include a 3 month warranty.

Send cheques/P.O's to:

Software City (CV)
173 Mansfield Road, Nottingham NG1 3FR
Telephone (0602) 410493
Allow 10 days for delivery. Overseas Add 5

MATRIX HIRE

The cheapest way to play them all.
Top games titles for Spectrum, Commodore and Amstrad. Please state system.

Details from:

Matrix Leisure Club 271 Stanstead Road,
Bishop's Stortford, Herts CM23 2BT

MSX SOFTWARE

For one of the widest selections of MSX products in the south of England. Write, phone, or call in for our 400 title mail order price list

D.L. Chittenden Ltd. 59-61 The Broadway
Chesham Bucks HP5 1BX

Tel: 0949 — 78441

CLASSIFIEDS

FREE MEMBERSHIP!!

Hire CBM64, Spectrum, Amstrad, C16, BBC Electron, Vix-20, Amstrad, Atari software

Send 2 x 18p stamps for your hire kit.

**Computersoft, PO Box 20,
North PDO,
Nottingham NG5 2EE**
(Please state which machine)

UK SOFTWARE EXCHANGE

Swap your used software. Free membership. Huge program base for the Spectrum and Commodore 64.
NOW ALSO FOR THE ATARI ST

Send s.a.e. for fast response and details to:
UK Software Exchange Club (CVG),
15 Tunwell Greave, Sheffield S5 9GB

ATARI 400/600/800XL/ST AMIGA SOFTWARE

We have all round selection of disks, cassettes and cartridges FOR HIRE. Apply now and hire your first four games free. Around 1,000 different original titles. For full details send large stamp addressed envelope or telephone evenings 7pm — 10pm or weekends

LOW ATARI PRICES

Atari 5205STM £299.90 post free + 15 free disks

Antic and Analog magazines available.

BEST QUALITY DISCS

Memorex 5 1/4" S.S./DD Discs 10 for £11.95 p.f.

Unlabelled 5 1/4" S.S./DD Discs 10 for £9.95 p.f.

Unlabelled 3 1/2" S.S./DD Discs 10 for £14.95 p.f.

25 for £35.50 50 for £67.50

Atari 520 STM with 1/2 Megabyte Drive £449.00 + 23 discs

Happy enhancement for the 1050 Drive with revision 7. £99.90 post free

GAMES & SOFTWARE CLUB

DEPT. C+VG, 35 Tilbury Road,
Thorney Close, Sunderland SR3 4PD.

Tel: (091) 5286351

THE MAIL ORDER SOFTWARE SOCIETY

**'THE BEST THING
SINCE SLICED BREAD'
'Try Before You Buy'**

**GAMES FOR
SPECTRUM - MSX - AMSTRAD
COMMODORE - ATARI**

Send your name, address and which computer(s) you have to:

**M.S.S.
P.O. Box 57,
Doncaster, South Yorkshire
DN4 5HZ**

CLASSIFIEDS

FREESCAPE™ IS THE NEW DIMENSION

ATARI ST/800XL/XE OWNERS

Why not compliment the greatest home computer on the market by obtaining membership with the MIDLAND GAMES LIBRARY. *The greatest, biggest and best Atari Club on the market.*

APPROX 600 ST TITLES NOW IN STOCK

MIDLAND GAMES LIBRARY: The company who nearly 5 years ago first conceived the idea of a software library. Now approximately 2,000 titles on disc, cassette and Rom (games, business, education and utilities). Often purchasing popular programs in multiples of five or six to give all our members a fair chance. Always adding approximately 40 new programs monthly. Several thousand very satisfied members, many as far away as Iceland, Sweden, West Germany, Holland, Denmark and Eire. A fast efficient and friendly service operating a computerised custom built system to keep track of all your records. Requests are attended to immediately virtually assuring you a 24 hour return of service. Regular newsletters and programme updates, plus other inter-club activities.

SEND LARGE S.A.E. TO:

MIDLAND GAMES LIBRARY

48 Readway, Bishops Cleeve, Cheltenham, Glos.

Tel: 0242-67-4960 9.30-4.30

All our programs are originals with full documentation

Loud and proud and ready to shock. Yes, C+VG's very own Mr T — Tony Takoushi — is back to rant and rave about computer games. Love or hate him, just read him.

I know it sounds crazy, but recently there have been times that I felt like exploding in excitement at all the new 16-bit/ console stuff, and there is still the odd few 8-bit games that gets the pulse racing.

This month's offering is a 128K MSX game called *Nemesis 2*. Yup, it's the follow up to the original arcade hit *Nemesis*, which was converted to all major formats.

It comes from Konami on cartridge and will set you back £20.

OK, you all know I foam at the mouth at the very thought of a

peace and stability to all the planets.

The game is in the *Defender* vein, your ship moves left to right across the screen while the landscape moves above and below you. At the end of a wave you have to defeat a mothership to proceed to the next level.

You start off with just bullets at your disposal but can pick up, extra speed, missiles, double cannon, laser, optional extra ships and a force field by shooting certain aliens which turn into very juicy collectable pods.

There are other temporary weapons to



Konami MSX game — but if you have ever been privileged to play one you will understand!

Boy, where do I begin? This game is absolutely choc-a-block with wicked touches, gameplay and action.

In fact this game made history for me, I have played thousands of games and for the first time EVER I hit the pause key to rest as the action was just too much for me! I had to calm down on getting to a mothership stage.

More of this later, now back to the game. It follows on from the first *Nemesis* in that you control a ship and have to clear assorted nasties from a planet. The scenario tells you that the evil Dr Venom has invaded your planetary system and you have to make like Clint Eastwood and bring

be collected (via pods) that last a set amount of time, and include vector laser, option ring, enemy slow and rotary drill.

On defeating a mothership you can go for the big ones, here you go and sit in the hull of the dead mothership and you play a short round which results in you getting a new VERY lethal weapon (up laser, down laser, napalm missile, reflect ring, extended laser, back beam or fire blaster).

The enemy attack comes in the form of inertial alien patterns and bases on the backdrop — these open up and let you have it — also, mazes to manoeuvre through, rotating pillars to squeeze past, and Egyptian heads and Dinosaurs — very neat on the eye — to zap, or avoid!

There are seven planets to work through — statue, jungle, ancient, floating continent, fire, living and fortress.

What deserves special attention is the sound in this game. For the first time ever Konami has put a dedicated sound chip in the game cartridge.

A new custom sound LIS — that's what it says here — was specially developed which allows eight voice polyphonic sound effects.

The bottom line is that this game has music and sound effects that make the industry standards of Rob Hubbard look like Noddy. I know it is a sweeping statement but it is that good.

The graphics are excellent, well animated and coloured. My only qualm with the



presentation is the scrolling which like the original *Nemesis*, is jerky BUT the action is so hot you do not have the time to even notice it.

Again the game scores in its playability.

Make no mistake, this game is very hard in places, but they are all the right places.

There's a ten digit highscore — you cannot be serious — and a continuous option at the end of the game so you can practice the high levels.

The game should be available by the time you read this as the launch date is mid-October, all I can say is Konami you have reaffirmed my faith in eight-bit games with a worthy follow-up to the original — and great — *Nemesis*. It is a follow-up in the true sense of the word . . .

Hot Topic



A
CO
SI
C
OCEAN

DON'T MISS! . . .

ARMY MOVES

RAMBO FIRST BLOOD PART II

GREEN BERET

TOP GUN

GREYSTOKE: THE GREAT ESCAPE

LIVE AMMO

5 ALL-ACTION COMPUTER HITS

ARMY MOVES
You are a member of the SOC (Special Operations Corp) a crack regiment of Specialist Commandos picked for the most dangerous missions. Locked in a safe at the enemy headquarters is information . . . information so vital that the turning point of the conflict depends upon its discovery. To get to the headquarters means crossing jungles and deserts, manipulating many forms of transportation and harnessing a variety of weapons systems. Only the best will succeed on this deadly venture . . . Will you be one of them?
© Game Design Dinamic

RAMBO FIRST BLOOD PART II
The box-office smash converted for your home-micro that rocketed to the No. 1 spot is now available to you in the amaze LIVE AMMO action pack. As Rambo you have a formidable array of weapons which you will need against an equally formidable enemy. Rescue your friends and escape by helicopter—if you get that far!
© 1985 Anabasis Investments NV
All rights reserved. TM used by Ocean Software Limited under authorisation of Stephen J Cannell Productions Licensing Agent.

GREEN BERET
RESCUE THE CAPTIVES!
You are the GREEN BERET, a highly trained combat machine. Your mission: infiltrate all four enemy Strategic Defense installations—you are alone against immeasurable odds, have you the skill and stamina to succeed? A slick conversion of the arcade favourite displaying all the play features of the original.
© Konami

TOP GUN
The 'TOP GUN' game puts you in the pilot's seat of an F-14 Jet fighter. 3-D vector graphics and split screen display allow one or two players to combat head to head or against the computer. Your armaments in this nerve-tingling aerial duel are heat seeking missiles and 20mm rapid fire cannon. Many skills have to be brought in to play such as reflexes, manoeuvring ability and accuracy to become the best of the best. 'Top Gun' mavericks enter the danger zone!
TOP GUN TM & © 1986, 1987 Paramount Pictures Corporation. All Rights Reserved

THE GREAT ESCAPE
The year is 1942, the place Germany. War has broken out and you have been captured and placed in a high security P.O.W. camp. Victory may be far away, so it is your duty to escape, but this will not be easy. It will take careful planning and much patience, culminating in a skilful and resourceful implementation. In the camp you are closely guarded but while you follow the daily routine you will need to slip away unnoticed to reconnoitre the situation and collect tools and materials necessary for your chosen escape route. There are many avenues of escape, some difficult, all certainly dangerous and each one requiring different skills or equipment.
Game Design Copyright Denton Designs 1986
Screen shots taken from various computer formats

**AMSTRAD
COMMODORE
SPECTRUM**
9.95
CASSETTE

**AMSTRAD
COMMODORE
SPECTRUM**
14.95
DISK



1 IT'S THE 4TH JULY AND THE NATION IS SET FOR AN ALMIGHTY CELEBRATION.

2 INTO THE COMPARENT CALM OF THE WHITE HOUSE BURSTS THE MANIC DR. MEGALOMANN. "STEP DOWN MR PRESIDENT, SUBMIT TO MY RULE OR TODAY AMERICA WILL KNOW A PLAGUE FROM WHICH DEATH WILL SEEM A HAPPY RELEASE".

SCREENSHOTS FROM COMMODORE VERSION.



HI KIDS! NO TIME TO LOSE. C.I.A. SAY THERE'S AN UNIDENTIFIED MISSILE LOCATED IN AN UNDERGROUND SILO IN THE MIDDLE OF THE CALIFORNIAN DESERT. MUST BE THE ONE! CLIMB ABOARD THE SKY CYCLE. TOGETHER WE CAN SAVE THE FREE WORLD. GOD SAVE AMERICA!

CBM 64/128
£9.99 £11.99
TAPE DISK

AMSTRAD
£9.99 £14.99
TAPE DISK

SPECTRUM £8.99
ATARI ST £19.99

